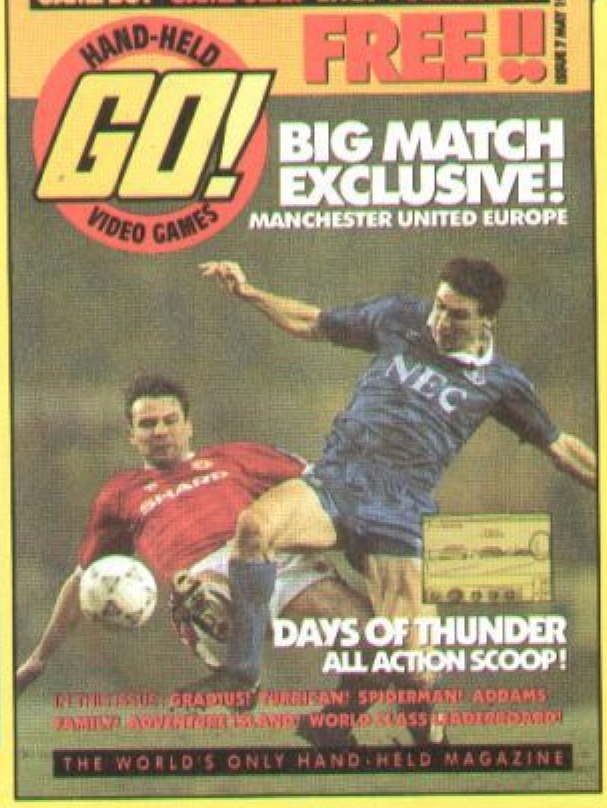
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CVG

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ISSUE 126 MAY 1992

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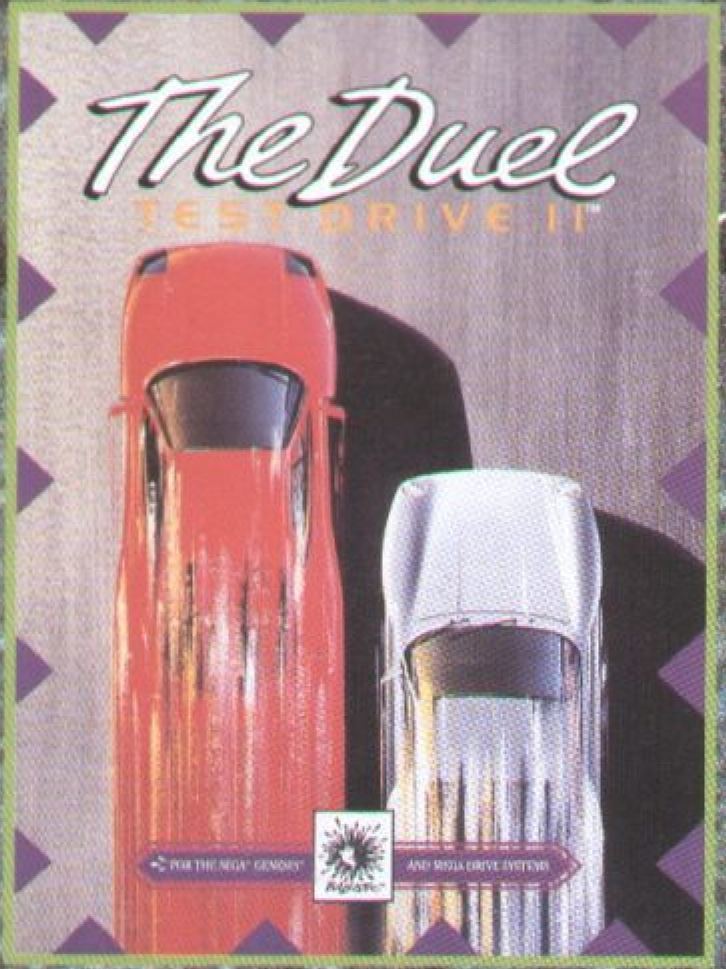
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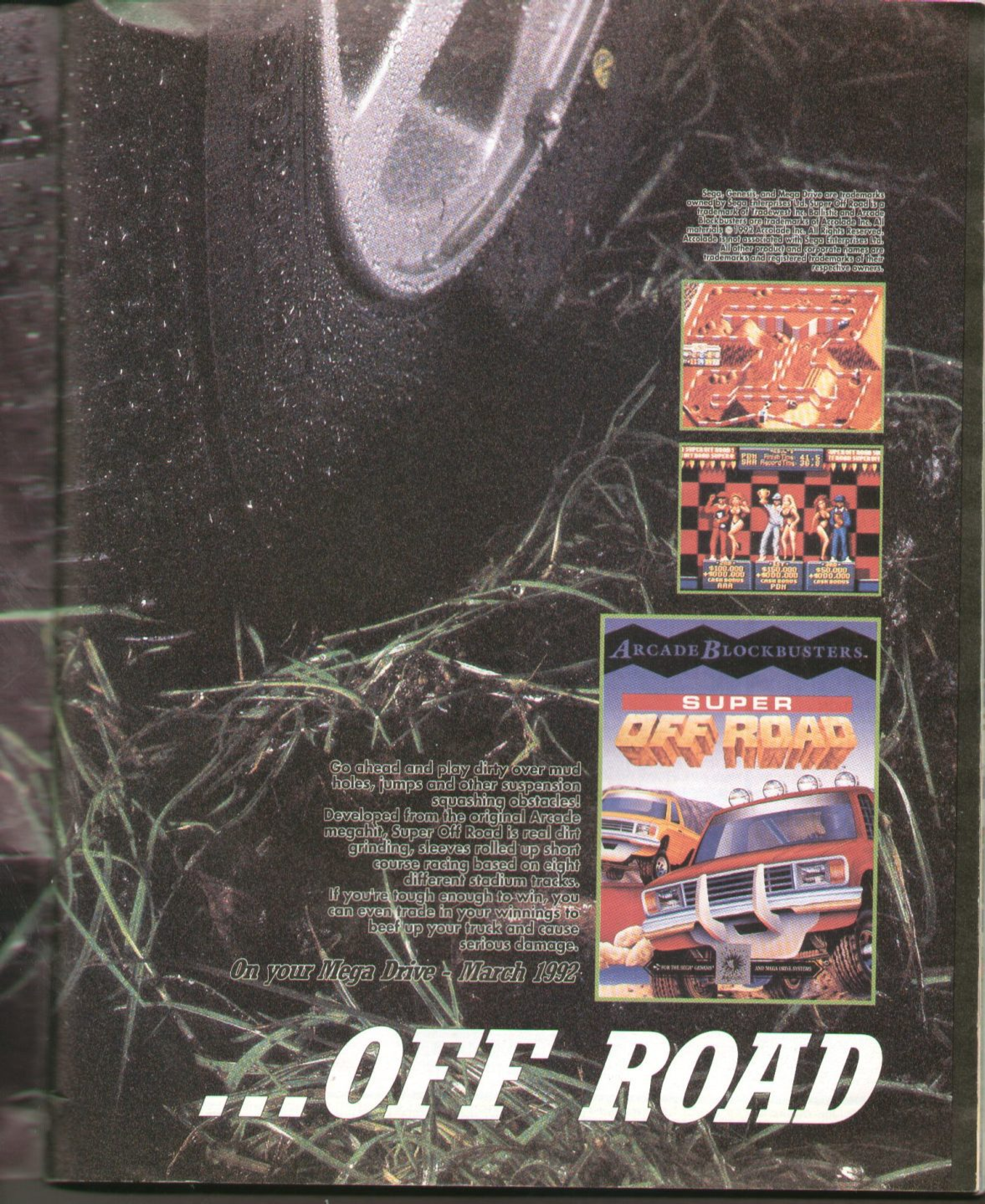
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On your Mega Drive - March 1992
...OFF ROAD

CONTENTS



GAMES THIS ISSUE! MAY 1992 ISSUE 126

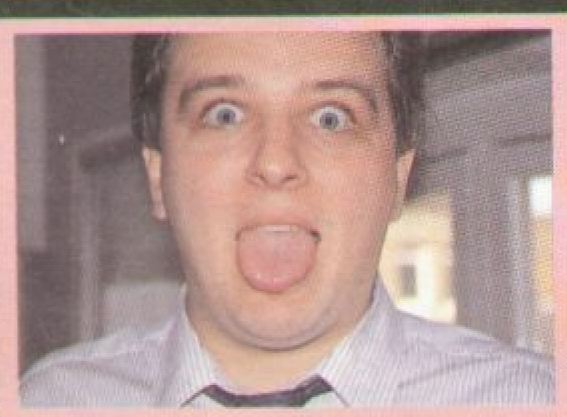
FREE SUPER NINTENDO HANDBOOK!
It's true! It's Britain's ONLY Official Super Nintendo Handbook and it's FREE with this month's CVG! What's more, it's been written by the greatest games experts in the whole wide world - us! It's worth the price of the mag on its own!

GO! SEVENTH SPECTACULAR ISSUE!!
e've got inside the World's ONLY hand-held mag! Boldy go where no man has gone before in Star Trek, save the saps in San Zucchini in Attack Of The Killer Tomatoes and destroy Doctor Wily (again) in marvellous Mega Man II! It's fab, it's fun, and would you believe it - it's FREE!

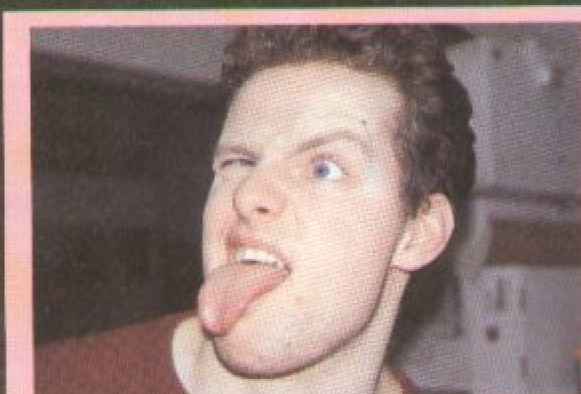
ED FIRST 6
Join the fab and famous Timothy L Boone (free game to the first person to guess what the L stands for), as he takes us on a journey of light, sound, magic - and the lowdown on this very issue! He's got lots of happy thoughts to share with you - which is quite surprising as he's having a damned good whinge as I write this.

NEWS 10
It's all go in the wacky world of computer and video games - and here's where you'll find all the rumour, gossip and red hot info on the latest and greatest around. We'll even throw in a few laughs as well, 'cos we are the greatest after all!

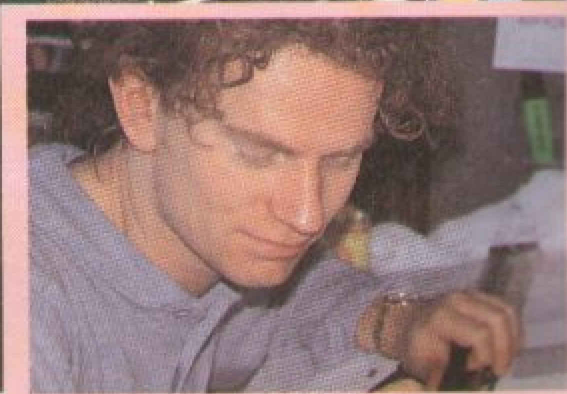
SPECIAL THANKS
All import games reviewed this issue have been supplied by the fine folk at Console Concepts unless otherwise stated. Call them on 0782 712759 for more import games info.



EDITOR
TIM "Sorry?" BOONE
"My first date was my worst ever. I asked this girl to go to the youth club and she wouldn't take out her Hubba Bubba when I kissed her. Later on I tried to impress her by swinging from a roundabout, flew off, tore my trousers and rolled around in agony for ages. When I looked up, she was gone and she told everyone at school about it the next day."

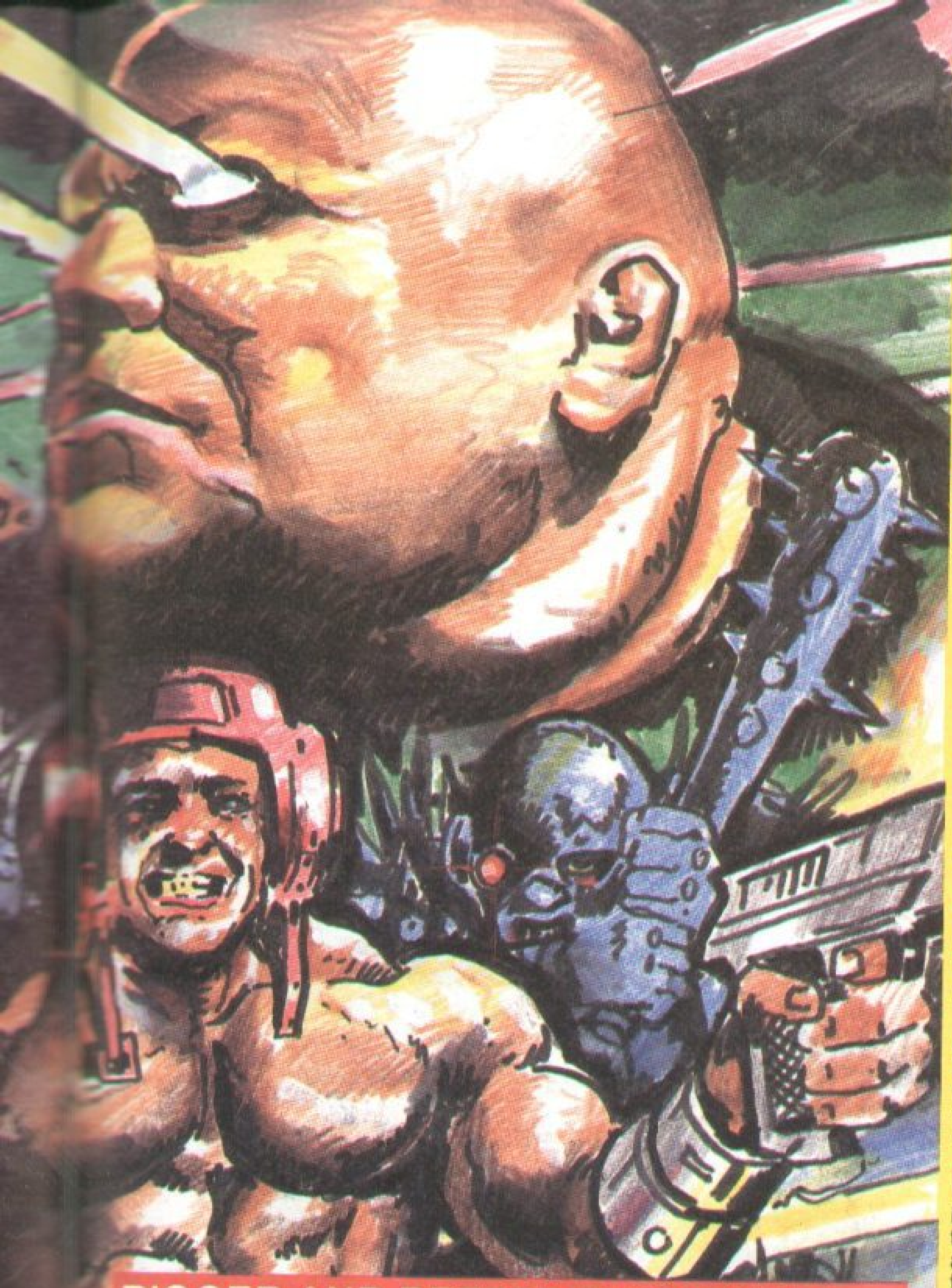


DEPUTY EDITOR
FRANK "Hi" O'CONNOR
"There's this bloke I know who really fancied this girl on the train and decided to ask her out. One day he put on his best gear and summoned up the nerve to talk to her, but when he opened his mouth to speak this enormous gob of phlegm flew out and landed on her chest. He got off at the next stop and never caught the train again..."



ART EDITOR
JON "Really?" BILLINGTON
"Me and my mates were out with these girls one time and we thought we'd impress them by showing off our boxer shorts. One by one the others pulled down their trousers and it came to my turn, but it was too late before I realised I wasn't wearing any. I'd like to say they were shocked, but they weren't."

AD MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Matthew Walker MARKETING MANAGER: Marc Swallow MARKETING EXECS: Sarah Ewing and Sarah Hillard PUBLISHING DIRECTOR: Graham Taylor SUBSCRIPTION AND BACK ISSUE ENQUIRIES (INCLUDING GO!): CVG Subscriptions, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING KARAOKE CLUB: CVG Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6710 PRINTED BY: Kingfisher Web Ltd, Fengate, Peterborough



BIGGER AND BETTER THAN EVER!

No, you're not seeing things - CVG really is this B.I.G! Basically, the galaxy's greatest has just become the biggest as well, offering you even greater value than ever before - stuffed cover to cover with everything you need to know about games! OK, so you're getting armache holding this heavyweight piece of heroism - that's a small price to pay!



STAFF WRITER
PAUL "Oh Ay" RAND
"I took this girl out on a date and I was made up 'cos I thought she was right smart. We went to this night club but they threw the pair of us out when she revealed she was 14 and I was gob-smacked. I didn't know what to do next, so I waited around for ten years and eventually took this fat lass to the pictures."



DESIGNER
JENNY "I don't know" ABROOK
"This really nice lad took me out in his new car on a date once and got hopelessly lost. He couldn't handle the car and kept trying to do three-point turns and things while everyone came up and watched. It just got worse and worse and eventually we ended up on the motorway to London, and we'd only started round the corner from his house..."



MANAGING EDITOR
JULIAN "Reckon!" RIGNALL
"I really fancied this girl once and took her out for a curry at Bengal Benny's Bombay Bowel Emporium in Ludlow. We were halfway through our onion bhajees when I realised I didn't actually like her and by the time the chicken vindaloo came round I hated her guts and my guts hated the vindaloo."

COLOUR BY: Colourtech, London E2 TYPESET BY: Coco The Clown and her Exploding Car of Chaos DISTRIBUTED BY: BBC Frontline SMASH TV COVER ART: Gary Ward (C) COPYRIGHT: COMPUTER AND VIDEO GAMES 1991 ISBN No: 0261-3597. QUICKIE QUIZ: What do you do if you see fifty elephants coming over the hill? Answer next ish. HELLO TO: Everyone who's got better things to do than sit about reading tiny text like this and grinning like the witless moron they undoubtedly are. Look, there's a whole mag in front of you, stuffed full of goodies. Why the hell are you still farting around here? Be off with you!

ED-FIRST

SPLASHDOWN! Welcome to the unbelievable new-size CVG - the biggest and best games magazine in the galaxy! Right about now you should still be utterly gobsmacked by the sheer size and weight of our incredible organ and drooling over the prospeot of all the goodies stuffed inside this knockout new issue! Quite simply we've done the business once again to deliver the most fabulous games mag you've ever seen - and we're still the cheapest on the shelf!

First of all, check out this month's fabtastic cover giveaway - the Official UK Super Nintendo Handbook! Packed full with everything you need to know about the wonder console and put together by the CVG gang, this has got to rank one of the greatest freebies ever! If that's not enough, how about another brilliant issue of THE hottest games mag of them all and the world's only hand-held magazine - GO! Stuffed to the brim with everything you need to know about gaming on the GO!, the creddest mag on the planet is yours for absolutely nothing at all!

And what with the biggest compos in any games magazine - you can win ten Super Nintendos and a trip to the UEFA Cup in Sweden! - CVG's got the bloody lot! But that's just the start of it - from next issue CVG has a completely new look, inside and out. It's all part of the big plan to keep the galaxy's greatest games mag such unbelievable value for money that other sad mags poop their pants the second we hit the shelves! So have fun and don't forget to write in and tell us what you think of the new size and what you think the new look shoudl feature - there's a special mystery prize for the best letter we get! See you next month!

GIRLIES ARE GREAT

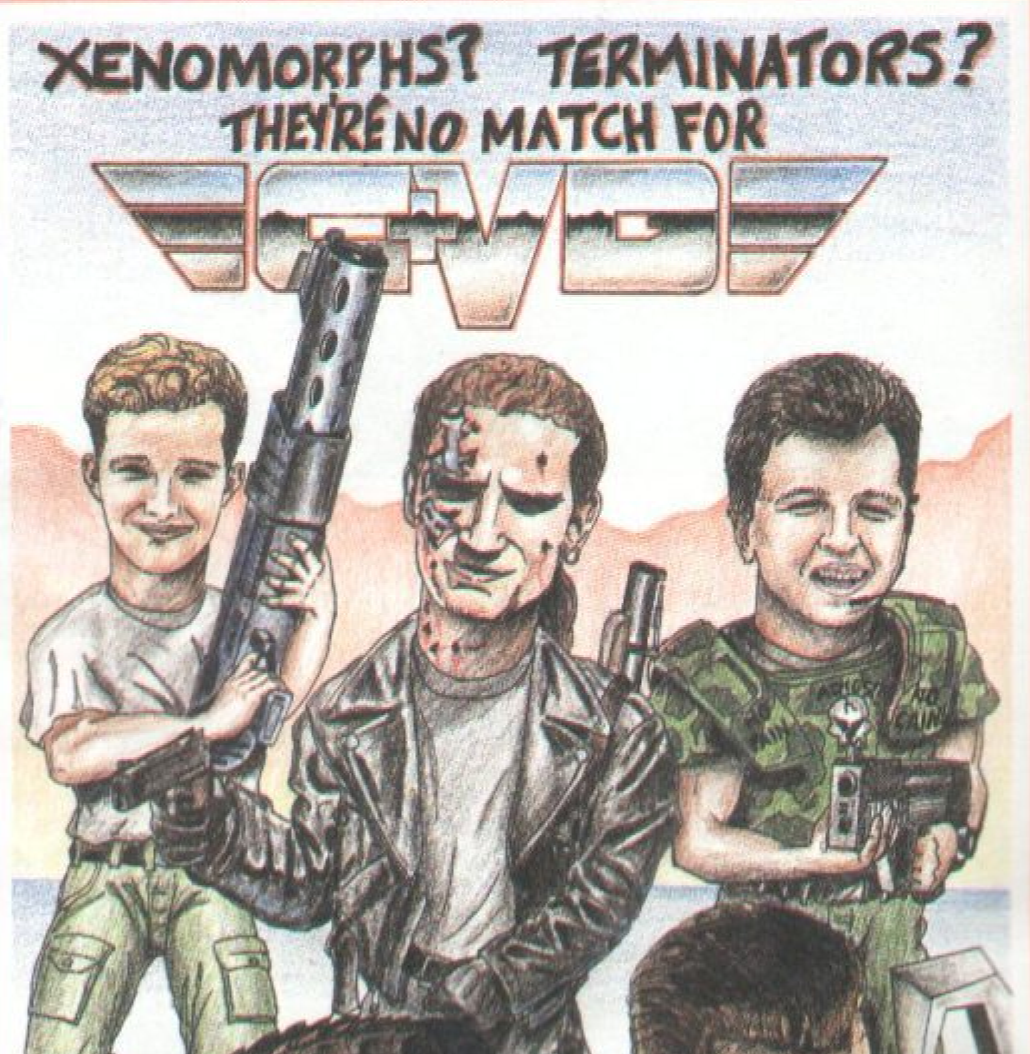
So who reckons computer games are just played by boys? You've got to be kidding! Judging from our Mailbag there are more and more girlies out there playing games, but we haven't a clue how many of you there are! What machines do you own? What games do you like? Are you tougher than Matthew Stevens from Barton on the Wold? Write in and tell us why you're the greatest girlie reading **CVG** right now! There's a brand new Game Boy (or Game Gear) for the best letter we get and we might even print your picture in the mag! What are you waiting for? Get scribbling to: **I'M A GREAT GIRL GAMER, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Go to it!

TAKE THE MICK AND WIN A MEGADRIVE!

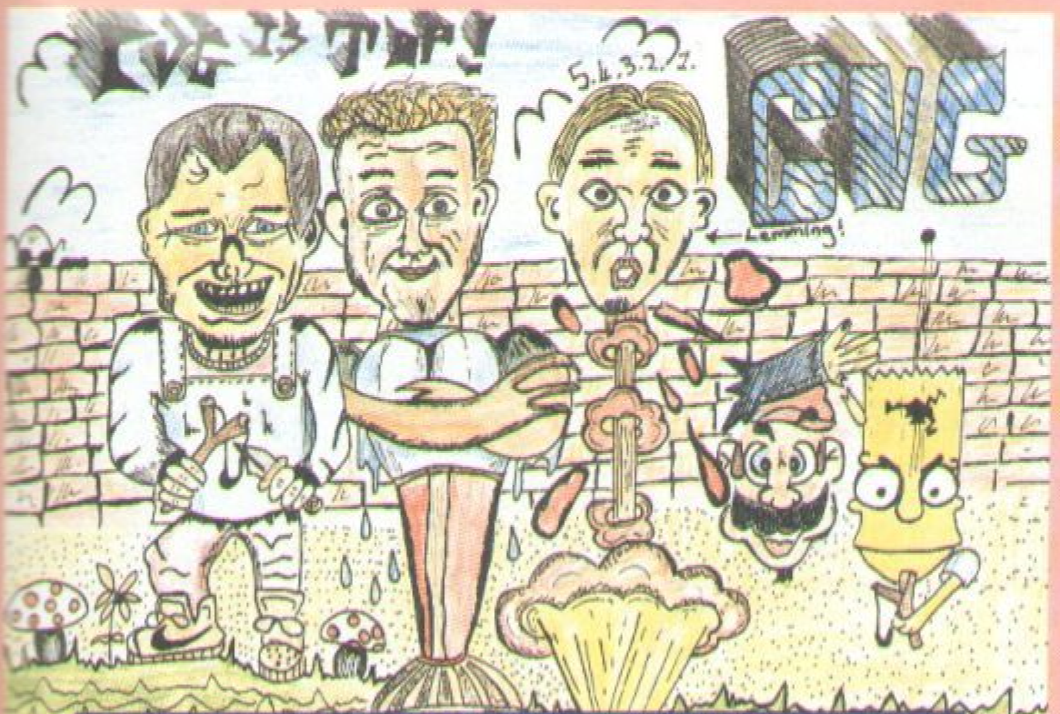
What a hoot! The response to the Draw The Boys compo we've been running over the last few issues has been incredible, but now the time has come to announce the winner. Tons of you sent in totally gobtastic piccies of the gang, but at the end of the day there's just one spawny get who walks off with the Megadrive, and he is (slow drumroll please) ***Khalid Khandker** from Edgbaston, Birmingham*! Khalid actually entered twice (which is perfectly alright) and we printed his first piccy back in March. Here's his second, and it was so good he just had to win! So congratulations to him, and commiserations to all the other **CVG** heroes whose fab work has been printed in these very pages!



▼ *Incredible stuff from Khalid Khandker from Birmingham!*



Now here's the good news - this compo has proved such a success I've decided to run just about the same thing again, with one variation, and there's **ANOTHER** Megadrive up for grabs! This time round, all you have to do is pic one of the **CVG** boyos and make him look as ridiculous as you can. The sillier we look, the more chance you've got to win - it's as simple as that! So grab that drawing gear (and try to use biro or ink because it prints better!) and wang your entry off to: **ROB AND GEORGE ARE BEST AT KICK OFF AFTER ALL, SORRY LADS, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** We'll print a selection of the best and the winner waltzes off with a spanky new Megadrive! By the way - anyone who's too lazy to write out the full address will have their entry thrown straight in the bin. You have been warned!

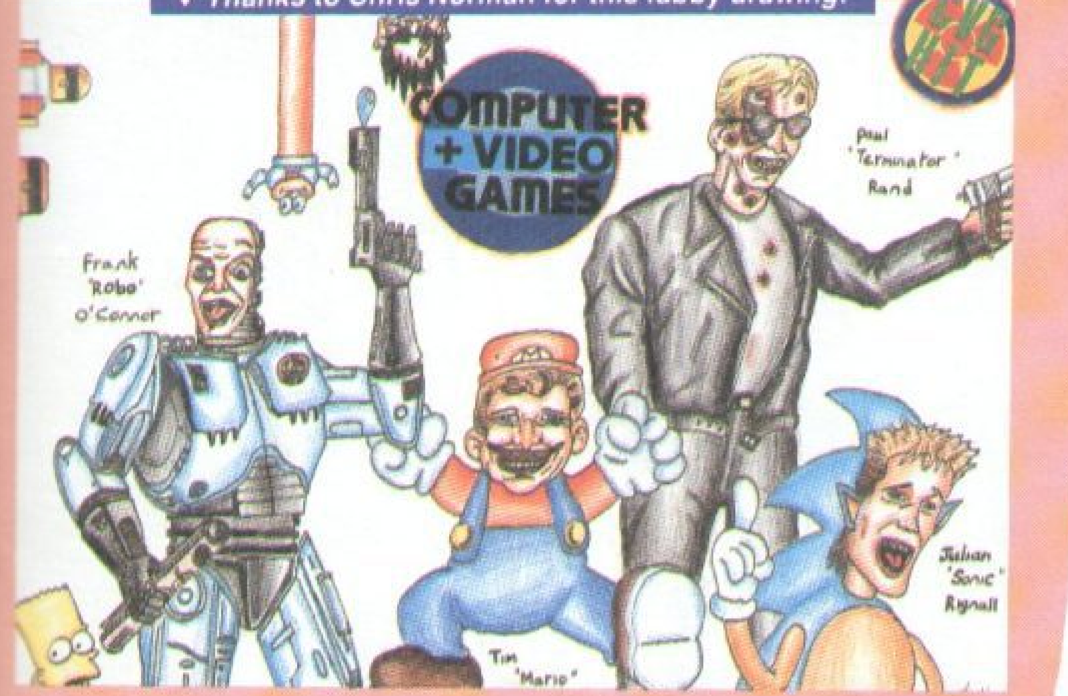


▲ *Randy gets what he deserves from Ross Havard in Hereford!*



▲ *Party antics from Chris Dawson in Cleveland!*

▼ *Thanks to Chris Norman for this fabby drawing!*



Who did this? We've no idea 'cos he forgot to send his address! Duh! ▼



I'M UGLY I AM!

Reckon you can pull the ugliest mug this side of Easington? Reckon you can mash up your mush and hope the wind doesn't change before you've given everyone a great laugh? Well, you need to be right here in the world's greatest games mag! That's right, we want you to send in pictures of yourself pulling the worst face you can and best of the lot wins...nothing. Not a sausage. Not even a saveloy. Nowt - except the glory of having your ugly mug printed right here in CVG! So pull the ugliest face you can, get a picture of your contortion and dare us to open the envelope at: I'M AN UGLY MUGLY, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Aaargh!!



Adam Woolford from Bracknell ◀ *is the genius behind this!*

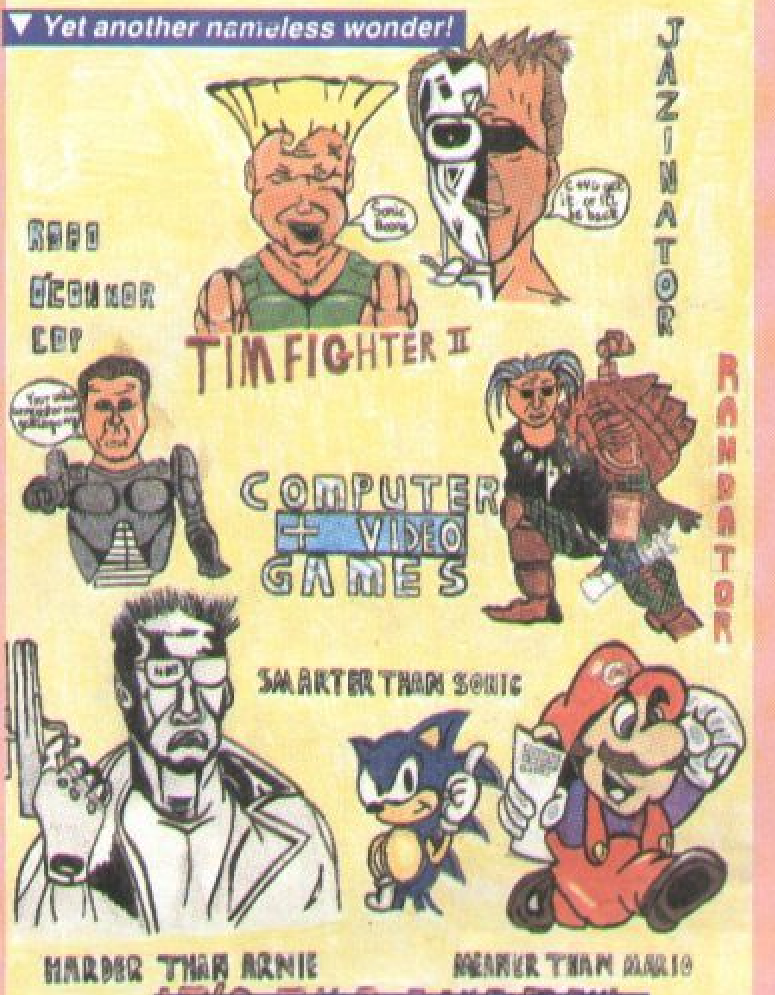
THE WANNABE WINNER!

There was a quite unbelievable response to the I Wannabe Famous Too compo we ran a few issues back. In fact, it was so popular that one BBC celebrity rang up to ask us all about it! Sadly there can only be one winner, who waltzes away with £200 software for his machine, and he is none other than ***Robin Theakston***, from *Gerrard's Cross, Bucks*, who actually managed to look more famous than the celeb he was pictured with! Robin's picture was easily our fave, but thanks to all who entered! By the way, Robin, you never told us which machine you own - so get in touch and let us know!

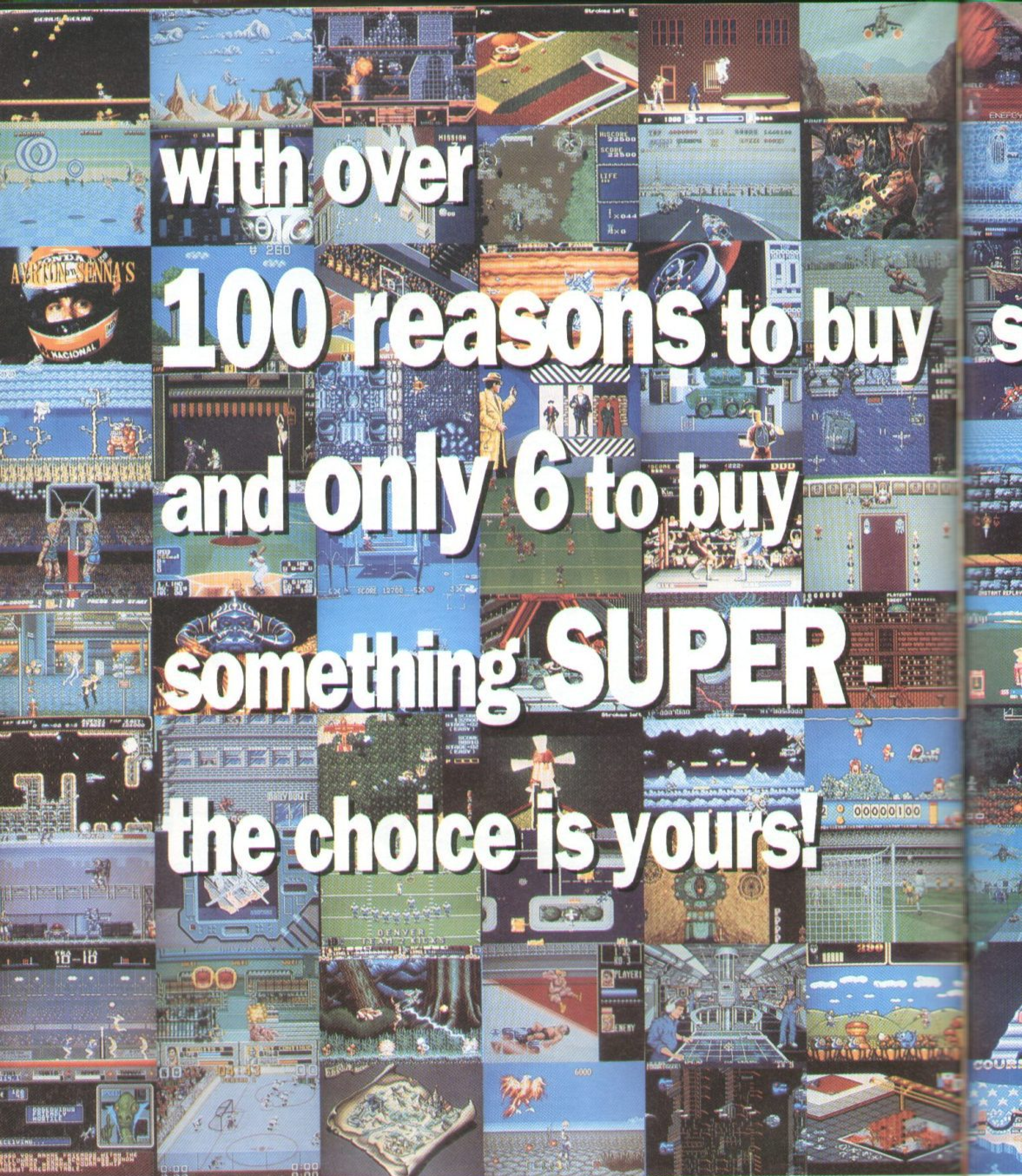
▼ *Richard Thorn from Brierly Hill is obviously a mad genius!*



▼ *Yet another nameless wonder!*



Remember to include your address!



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NEWS
SPECIAL REPORT







SUPER NINTENDO HITS HOME AT LAST!

We've been waiting for aaages now, but the **Super Nintendo** is here at last! Yes indeedy, Nintendo's wonder machine should be just about in the shops by the time you read this! Priced at £149.99, the machine includes **Super Mario World** bundled free in the box, with two other games - **F-Zero** and the stonkingly superb **Super Tennis** - immediately available.

Super Soccer and **Super R-Type** should follow next month, with other official UK releases to include **Zelda III** ('ray!), **Castlevania 4**, **Sim City** and - wait for it - **Final Fight**! (Double 'ray!) So now the fight beings for 16-bit console dominance on the console scene. Will it be Sega who rule the roost with Sonic, or will Mario be king of the console castle? It's YOU who decides!

Unless you're an increadibly sad shambler you'll already have read through our totally brill **Official UK Super Nintendo Handbook** and been gobsmacked by its complete brilliance, telling you everything you need to know about the machine.

For months you've been asking about the machine - and now you've got everything you need to know! What more could you ask? A competition to win one perhaps? Turn straight to page 16 'cos we're giving away **TEN**! Howzat for the greatest games mag in the world!







SUPERSCOPE ON TARGET FOR UK!

Nintendo are set to launch the world's biggest light gun on the likes of you and me! Called the **Superscope**, this thing looks like it just came off the set of Star Wars - it's huge, it's sleek, and if Nintendo's publicity is to be believed it's the most accurate light gun available! The Superscope will be launched with a multi-game cartridge featuring a host of fairly simplistic target games, but the Super Nintendo's scaling and rotation abilities leave obvious scope for a truly amazing Operation Wolf-style game! No firm release details for light gun software as yet, but look out for some amazing stuff in the near future...

GET AHEAD OF THE GAME AT

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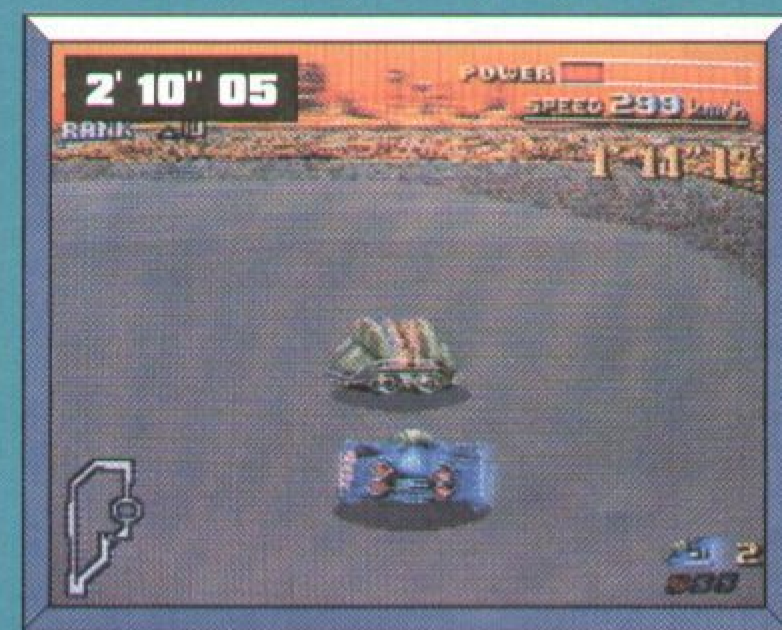
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SUPER NINTENDO

ENTERTAINMENT SYSTEM

TO BE WON





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Rules & Conditions: No purchase is necessary. To enter without purchasing a magazine simply send your name and address on a plain white piece of paper to: Comet Competition, PO Box 565, Braintree, Essex CM7 6GD. One application per household. Promotion ends 31 May 1992. Advertisements will be declared void if lost, misprinted, torn or defaced in any manner. Valid in the UK only. This promotion is not open to employees of Comet or their families or employees of Bandai (UK) Ltd or their families. Winners' surnames and towns can be obtained by writing with an s.a.e. to the Comet Competition, PO Box number given above. No Telephone correspondence will be entered into by Comet.

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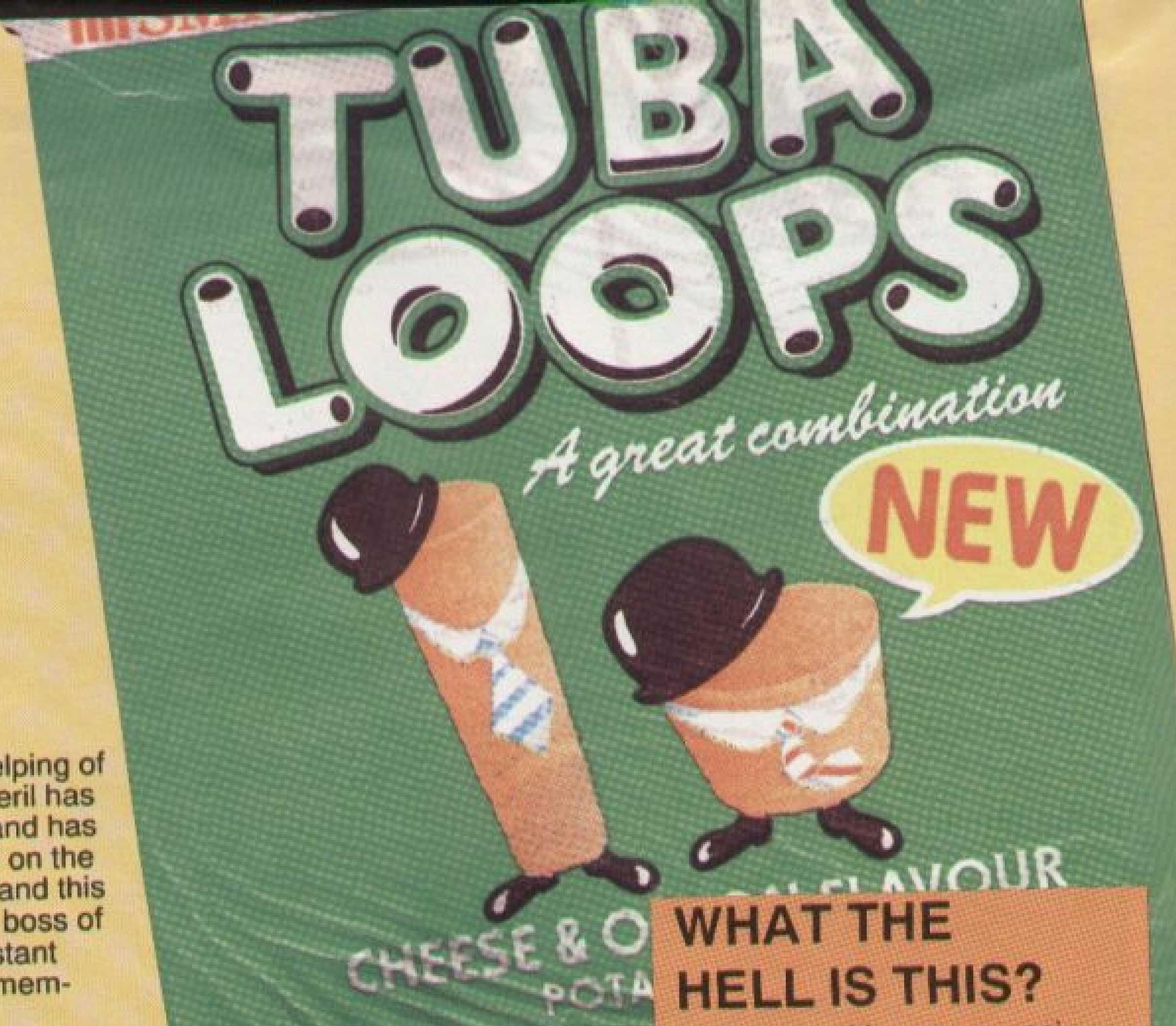
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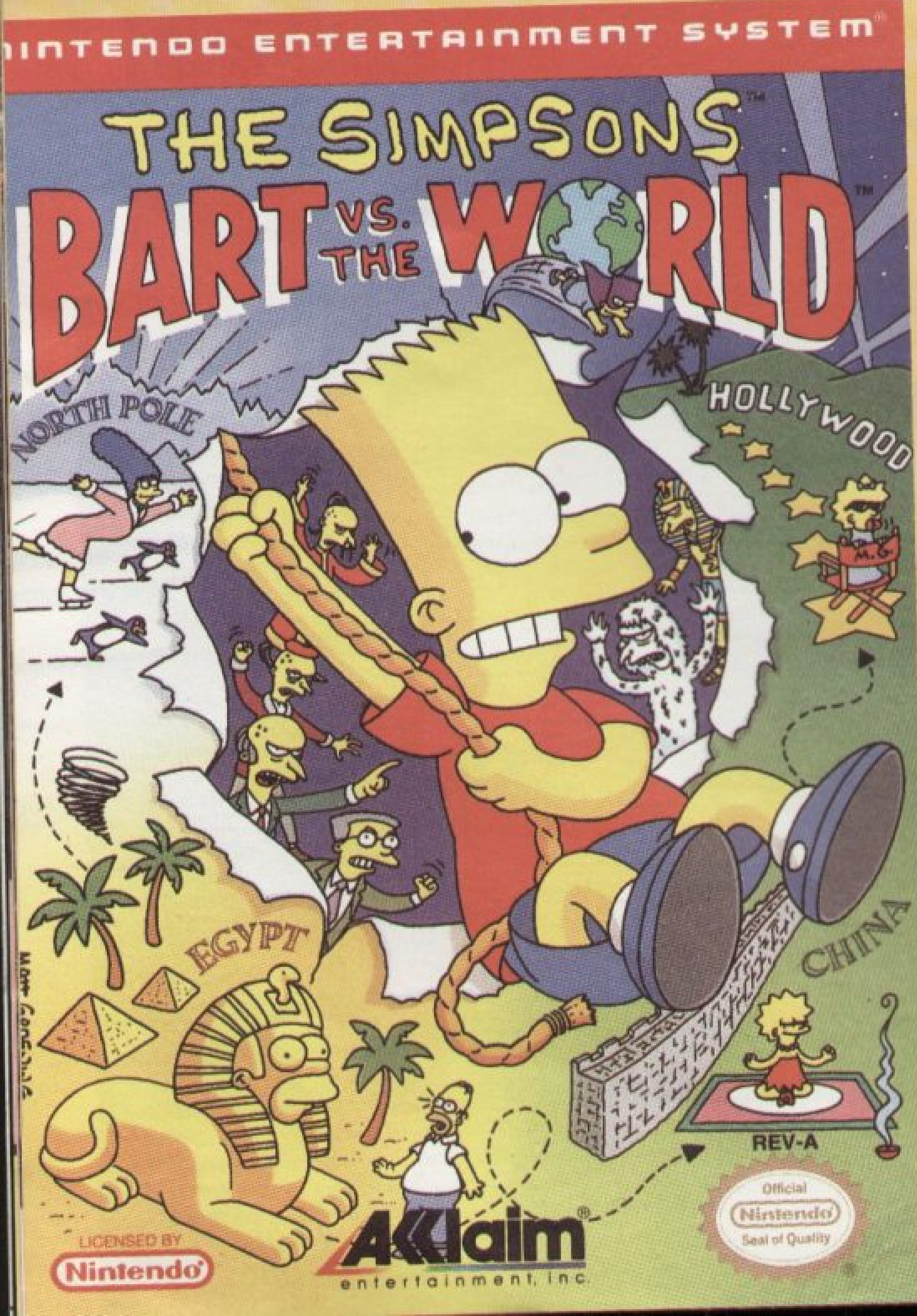
NEWS



BART TAKES ON THE WORLD!

Springfield's most notorious prankster is back for a second helping of SNES related fun in **Bart vs The World!** The yellow-haired peril has won a trip round the world courtesy of Krusty Cereal Products and has the chance to earn his fame and fortune with a live appearance on the Itchy and Scratchy show. Itchy and Scratchy are Bart's heroes and this is a chance he can't afford to lose. Unfortunately Mr Burns, the boss of the local nuclear power plant, has other ideas. He and his assistant Smithers, have arranged to have Bart's journey interrupted by members of the Burns clan around the globe.

These include an abominable snowman version, a Chinese kung Fu master version and of course, Mr Burns himself! The action is mostly platform based, but there's a fair bit of puzzle soving thrown in. Best of all though, is the incredible skateboard sequence where you get the chance to ride down a hill at breakneck pace avoiding obstacles! The game is due out in a few months courtesy of Acclaim, so rest assurd we'll bring you more news the second it arrives!



I'M NOT A CRISPS MARKETING PERSON LOOKING FOR A CHEAP PLUG!
Ian Green

WHAT THE HELL IS THIS?

In this month's uncanny coincidence slot, Ian Green from Essex spotted what appears to be a packet of **Bonanza Bros** crisps! Smith's totally fab cheese and onion Tuba Loops look like crispy potato versions of Robo and Mobo from the Sega coin-op! While Robo and Mobo are top international burglars, we accept that the tasty Smiths crisps have never beeen involved in, nor associated with any arcade related criminal activity. However, we suggest that you search the shops for any other video game related snacks. Anyone fancy a scampi flavoured **Streetfighter?**

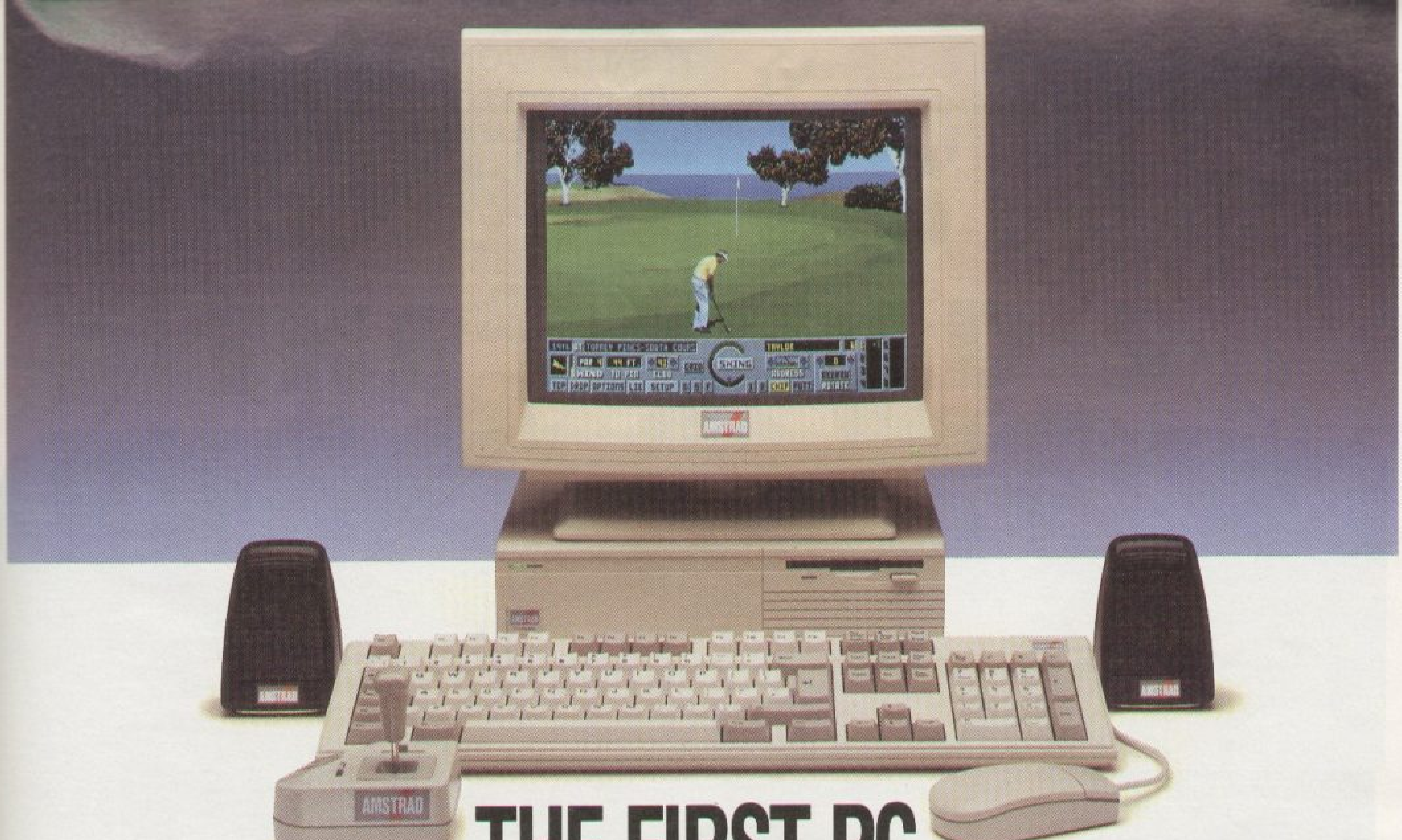
AMIGA'S BIG BROTHER REVEALED!

Commodore are all set to launch a successor to the A500. Imaginatively titled the **A600**, the machine should be priced at around £399, although Commodore will neither confirm nor deny this. The differences between the new machine and the old are slight, but important nonetheless. For a start, it will have a new version of the Workbench operating system, but more importantly, a built in TV modulator - no more stupid boxes sticking out of your Amiga! As far as appearance goes, the new machine will be a lot smaller and more compact and rumour has it that the numerical keypad on the right of the machine will be removed and the machine trimmed and smartened up, with a hard drive version expected to be launched soon after. Expect the A600 in the shops around Autumn time!

JOLLY APRIL JAPERY!

Oh dear oh dear oh dear! There are going to be an awful lot of rosy red cheeks out there when you lot realise we had not one but TWO April Fools in the last issue! Most of you got the **Holostar 2000** straight off (which was the intention) but completely failed to spot that **Streetfighter 2** on the Gameboy in ***GO!*** was a chin spin as well! What can we say, except laugh our socks off at all those who thought they'd sussed us! You'll have to get up a bit earlier than that...





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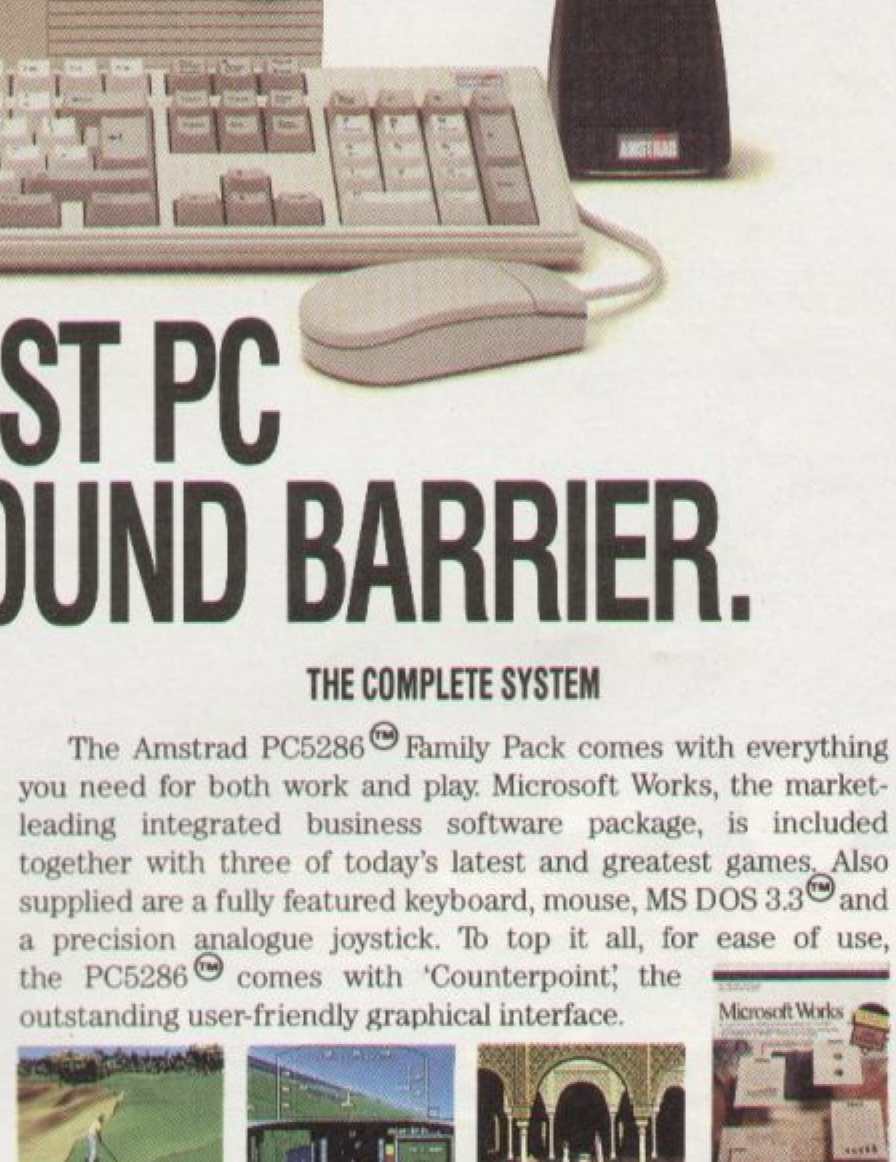
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NEWS

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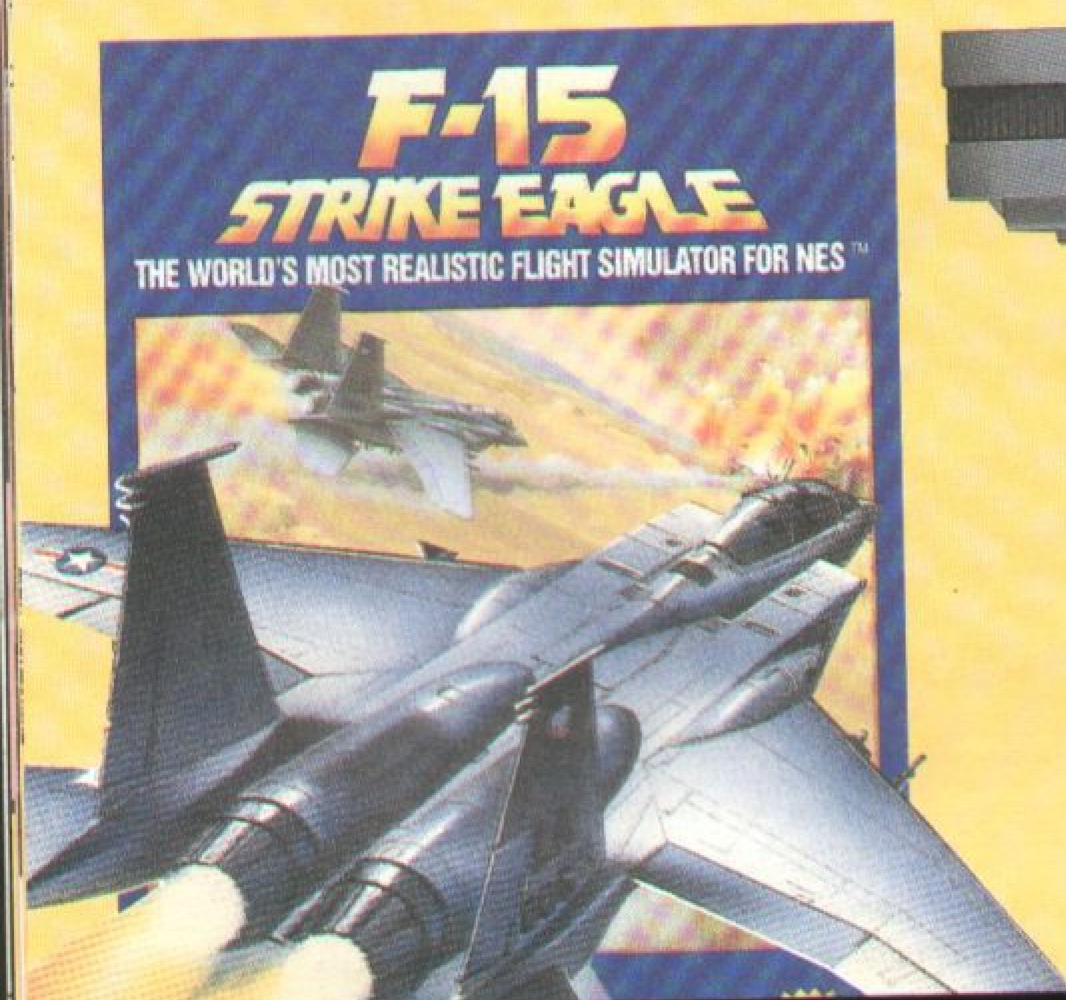
IT'S THE WONDERFUL WONDERMEGA

JVC, known as Victor Musical Industries in Japan, have finally launched the **Wondermega** - the all in one Mega CD/Megadrive unit, as reported in last month's **CVG** with an artist's impression of the machine. This is what the beast actually looks like, and as you can see we were pretty darned close!

The machine is remarkable in quite a few respects, not least of which is the unexpectedly high price! It retails in Japan for around £330, which is actually more expensive than buying the Megadrive and Mega CD separately. The unit as slick and sleek as anything you could hope for and technically it's fairly identical to Sega's own piggy-back combination.







Obviously the whole thing is a lot neater, but the actual CD facilities have been greatly enhanced. You now have at your disposal a very impressive CD unit. It's much easier to connect the thing to a hi-fi and, joy of joys, it has a built-in Karaoke machine! This sophisticated extra allows you to remove the voice track from CDs and sing along to your favourite tunes! Watch out for this machine - it's gonna be a goodie!

F15 HITS THE NES!

Microprose, the top geezers behind the worlds best simulation software are about to unveil a top treat for Nintendo gamers. **F15**, their simulation of America's smartest jetfighter is all set to be launched on the NES and Gameboy! Fly dangerous missions over deadly enemy terrain as crack enemy pilots try to pop you out of the sky. The vectors from the original 16 bit versions have been simplified, but from what we hear this should be the only choice for top gun pilots on the NES! Rumour has it that the game will be launched on the Super Nintendo shortly afterwards and it's promising to be something very special indeed. Stay tuned for more info!


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WIN A SUPER NINTENDO!



THE WAIT IS OVER! The Official UK Super Nintendo is finally here - and we've got TEN of them to give away! That's right folks, the galaxy's greatest games mag doesn't muck abaat when it comes to the compo crunch - CVG delivers the hottest competitions and the biggest prizes again and again!

This time we've got TEN (that's right, TEN) Super Nintendos just waiting for some spawny gets to waltz away with - courtesy of Nintendo themselves! How much bigger and better can you get than that? Your favourite games mag is giving away this monstrous prize to celebrate the official UK launch of the Super Nintendo, which costs £149.99 and comes bundled with the utterly and incredibly brilliant Super Mario 4 thrown in completely and utterly free!

So what do you have to do to swan off into the sunset with you're very own Super Nintendo tucked safely under your arm? It's simple - we want you to design your very own console games superstar and blow our socks off with your incredible creation! Maybe you think you've got the Super Nintendo character who's cuter than Mario (reckon!) or maybe you can come up with an alien scumbag so terrible he'll make us run round the room screaming for mummy the second we open the envelope! Whatever you decide to go for, here's what to do:



Get out your drawing stuff and create your Super Nintendo games hero on a nice clean sheet of paper. Try not to use a pencil, but a black biro or ink pen instead because we'll be printing all the winners right here in the mag! At the end of the day it's the idea that counts - so if you can't draw, don't worry - you've still got every chance to win. Just tell us why your Super Nintendo character is so utterly brilliant, get us widdling with excitement and who knows, Art Editor Jon might even draw it for you!

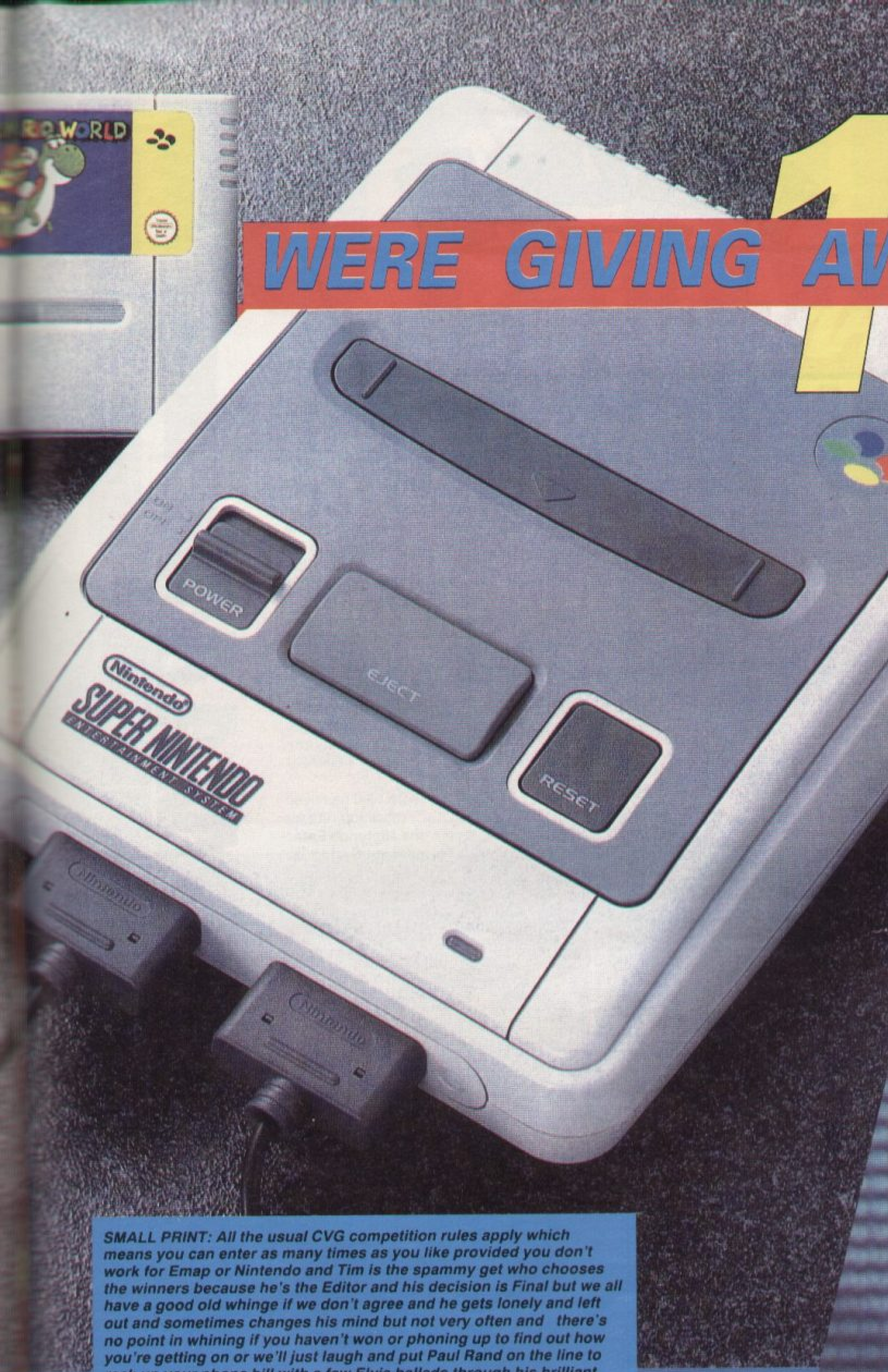


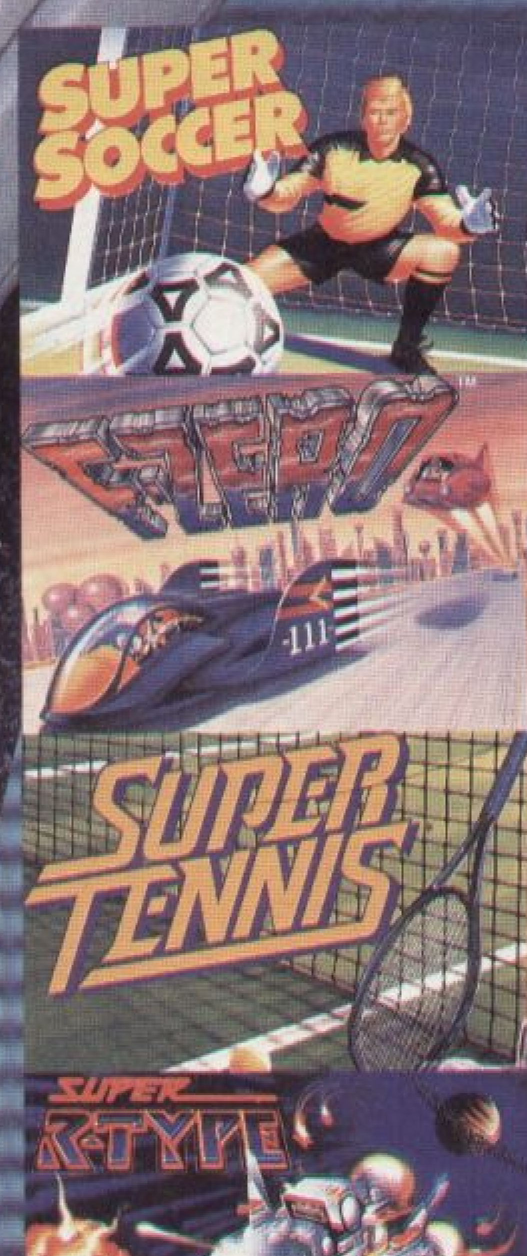


Whichever option you go for, you've got to get your skates on. The closing date for this competition is Monday May 11 - and your entry's GOT to be here by that date to stand a chance of winning, so fire those entries off to: LUMME MUMMY! I WANT A SUPER NINTENDO! COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. What are you waiting for? You've got to be in it to win it!



WERE GIVING AWAY 10





SMALL PRINT: All the usual CVG competition rules apply which means you can enter as many times as you like provided you don't work for Emap or Nintendo and Tim is the spammy get who chooses the winners because he's the Editor and his decision is Final but we all have a good old whinge if we don't agree and he gets lonely and left out and sometimes changes his mind but not very often and there's no point in whining if you haven't won or phoning up to find out how you're getting on or we'll just laugh and put Paul Rand on the line to rack up your phone bill with a few Elvis ballads through his brilliant Karry Karaoke machine...


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HOTLINES

0839 500842

If you're under 18, make sure the person who pays the phone bill has given you permission before you start dialling. Calls cost 36p per minute (off peak) and 48p per minute (peak rate).

WIN A SUPER NINTENDO!

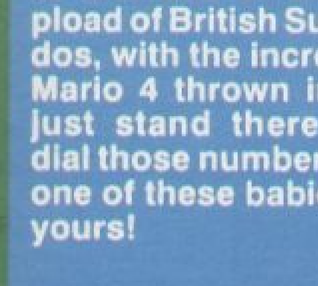


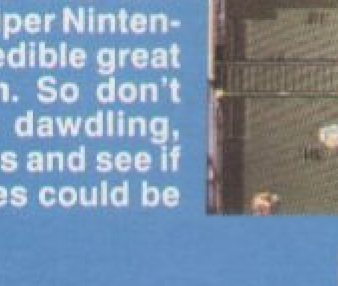
Hurrah! Here's your chance to win one of the first shipload of British Super Nintendos, with the incredible great Mario 4 thrown in. So don't just stand there dawdling, dial those numbers and see if one of these babies could be yours!

WIN A MEGADRIVE!

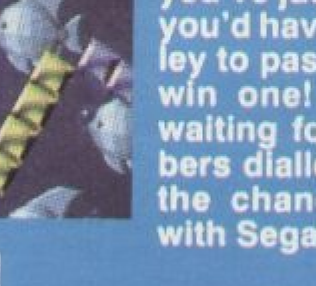


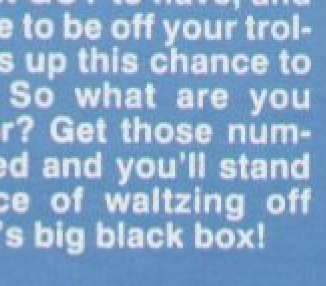
It's the home console item you've just GOT to have, and you'd have to be off your trolley to pass up this chance to win one! So what are you waiting for? Get those numbers dialled and you'll stand the chance of waltzing off with Sega's big black box!









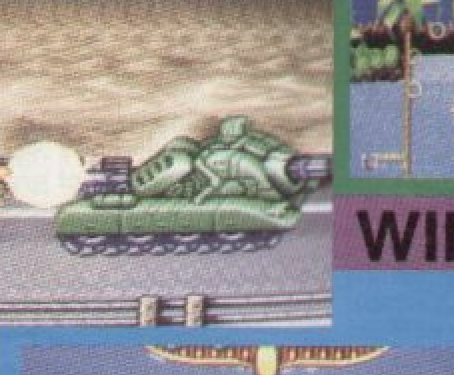


WIN A GAME BOY!



Small and brilliant, Nintendo's hand-held little lovely is just waiting for some ultra-cool dude to wine one! Could it be you? Just dial those digits a bit sharpish and you'll soon find out!

WIN A PC ENGINE!



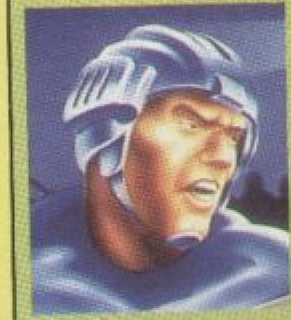
It's still one of the most amazing pieces of kit in the whole wide world, and if you know anything about great games then you know you've got to have one! What better way than by winning one right now! Get to it!

REVIEW

SUPER NES £40
BY ACCLAIM



It's the gameshow to end them all. Forget Leslie Crowther and The Price Is Right, this is big time. The biggest social class in the world is the TV addict - mindless vegetables with an insatiable desire for game shows, couch potatoes with an increasing lust for ever more extreme television. Violence is the name of the game and the masses just love it. In the ratings war that ensues, TV companies come up with ever more shocking themes for their shows. When the biggest TV corporation throws caution to the wind and comes up with Smash TV, the war is over and the audience is won. Smash TV is a smash. The TV show sees either one or two competitors in a fight for their lives, with cash and goodie prizes for the victorious. All the losers get is dead. And forgotten.



Probably the shoot 'em up of the Nineties, Smash TV caused real waves when it turned up in the arcades. Smart graphics, great sound and oodles of violence brought the Robotron legend to a whole new generation. This conversion was eagerly awaited and there as tension in the air when we plugged in the cart - and discovered it was near enough arcade perfect! The game relies on one thing - speed - and this version has more of that than most people can cope with! The sheer number of baddies on screen will have you filling your pants with mortal dread as they head towards you, guns blazing. Gameplay is really simple, but it works a treat: just blast everything and stay alive! Graphically the game is excellent: nice backdrops, brilliant animation and colourful sprites all round while the end of level baddies are huge and very impressive. Music is racy and driving, but the sound deserves some sort of medal. Sampled explosions shake your monitor and there's speech ahoy as the game show host gives his commentary. Along with Mario and Super Ghouls and Ghosts, this is an essential purchase for Super Nintendo owners.

FRANK O'CONNOR

SMASH T.V.







CVG HIT

LOVELY, MARVELLOUS, SMASHIN'...

Smash TV is nothing like the game shows we know and loathe. Oh no. There's no throwing darts, no general knowledge and no word puzzles. This is death and violence from start to finish. Armed initially with machine guns, the contestants are thrown into a maze of arenas and the game show host throws everything he has at them. Thugs armed with clubs, mutants with machine guns and electrified robots are just a few of the psychotic killers that await our heroes. All they have to do is shoot the baddies and live as long as they can. Cash prizes, holidays, cars and smart luggage sets can be won - provided the boys can survive long enough to enjoy them. Help comes along every now and then in the form of extra weapons which hot up the carnage for a short period of time. If you get far enough, you'll meet some of the show's larger celebrities and could even find yourself in the Smash TV hall of fame. In the words of the commentator himself: "Good luck...you'll need it!"









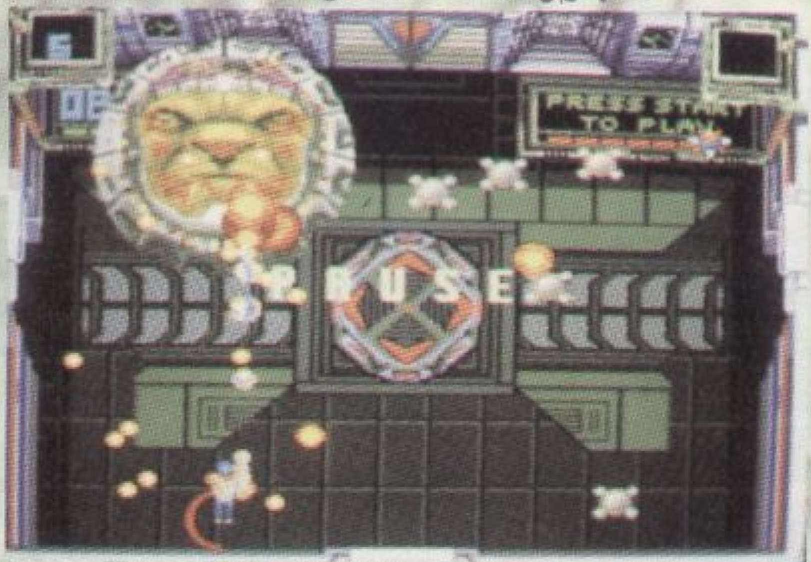


REVIEW

KEEP OUT OF THE BLACK

As with all good game shows, the object of Smash TV is sheer, unadulterated greed. Every now and then a big pile of money appears - or it could be travel vouchers, or luggage, or even a car. Your score rises with every object you collect, but good players will soon realise that this stuff is even more valuable at the end of a section. All your stuff gets totted up by the computer after the defeat of a boss and you receive a massive bonus. If you're skill and groovy enough to reach the end of the game though, you get a bonus for every single item collected! Scores amassed in this fashion can get quite unfeasibly huge, and it's a laugh to watch your score pile up while your sad mate's cash pile is left way behind!

Remember, the mines are just as dangerous as the big guy! ▼



This map lets you know where points are! ▼







▲ *Kill that fat bloke, he's more than just a pretty face you know!*

A MILLION WAYS TO WIN!

The first thing you'll notice when you're playing Smash TV is the sheer number of sprites on screen at once. Surely the Super Nintendo should slow down when there are a lot of sprites on screen. Well, it does if you're a lazy programmer and you use the hardware alone. Not here though! The Super Nintendo is supposedly dead slow and as far as clock speed goes, but the main processor does all it's maths in hardware to make up and clever coding such as that used in this game makes Super Nintendo sprites zoom about like nobody's business. Smash TV is superfast and features squillions of sprites on screen at once - it's a fine feat which bodes well for the future of Super Nintendo gaming as a whole.



Smash TV was an arcade blast and a half, and I never really expected the home console versions to come up to the mark - but Acclaim have done themselves proud and turned in a conversion which almost tops the coin-op for sheer speed and excitement! All the best features of everyone's favourite pocket change guzzler have been faithfully captured, right down to crystal clear sampled speech, grunts, groans and yells! The sheer number of sprites the Super Nintendo manages to cram on screen is truly awesome - and sometimes you don't ever think the onslaught is going to end! There's a real sense of urgency about the game - you'll find yourself hanging on until the bitter end when your boy gives up with a groan and finally sinkys into the dust as the commentator burbles on. The NES version was the best game of its type on that machine, and Acclaim have done it again on the Super Nintendo to provide the most awesome home arcade blaster yet seen. If you own a Super Nintendo and you like your action fast and furious, you'd have to be a dribbling loony to pass up Smash TV. Buy this cart and tell all your jealous mates you've got the arcade machine in your bedroom, because that's basically what this is. Buy it!

TIM BOONE

LISTEN TO TONY...

The extra weapons in Smash TV are not only useful, they're essential. They appear in the arena from time to time, but you only have a few seconds to pick them up before they vanish. The goodies on offer include spreading machine gun fire, grenades, rockets, swirling razor blades and a very rare bombs - which only appear on screens with end of level baddies present. The bosses will not even wince when faced with ordinary machine gun fire and you can only destroy them with a special weapon. Speed ups and shields can also be found and make life a bit easier for the Smash TV contestant, but at the end of the day it's instincts and reactions that really count!









◀ *Aargh! Totally fried!*

OH DEAR, LADS...

The best thing about Super Nintendo Smash TV is the brilliant control method. The SNES control pad has four fire buttons and these are used as a second direction pad. You simply press the top button to fire up, the bottom to fire down and so on. Obviously you use combinations of these buttons to fire diagonally. It seems a bit weird at first, but once you get the hang of it control of the characters becomes a dream. This mimics the control method of the coin-op perfectly and arcade fans will flip when they try it!

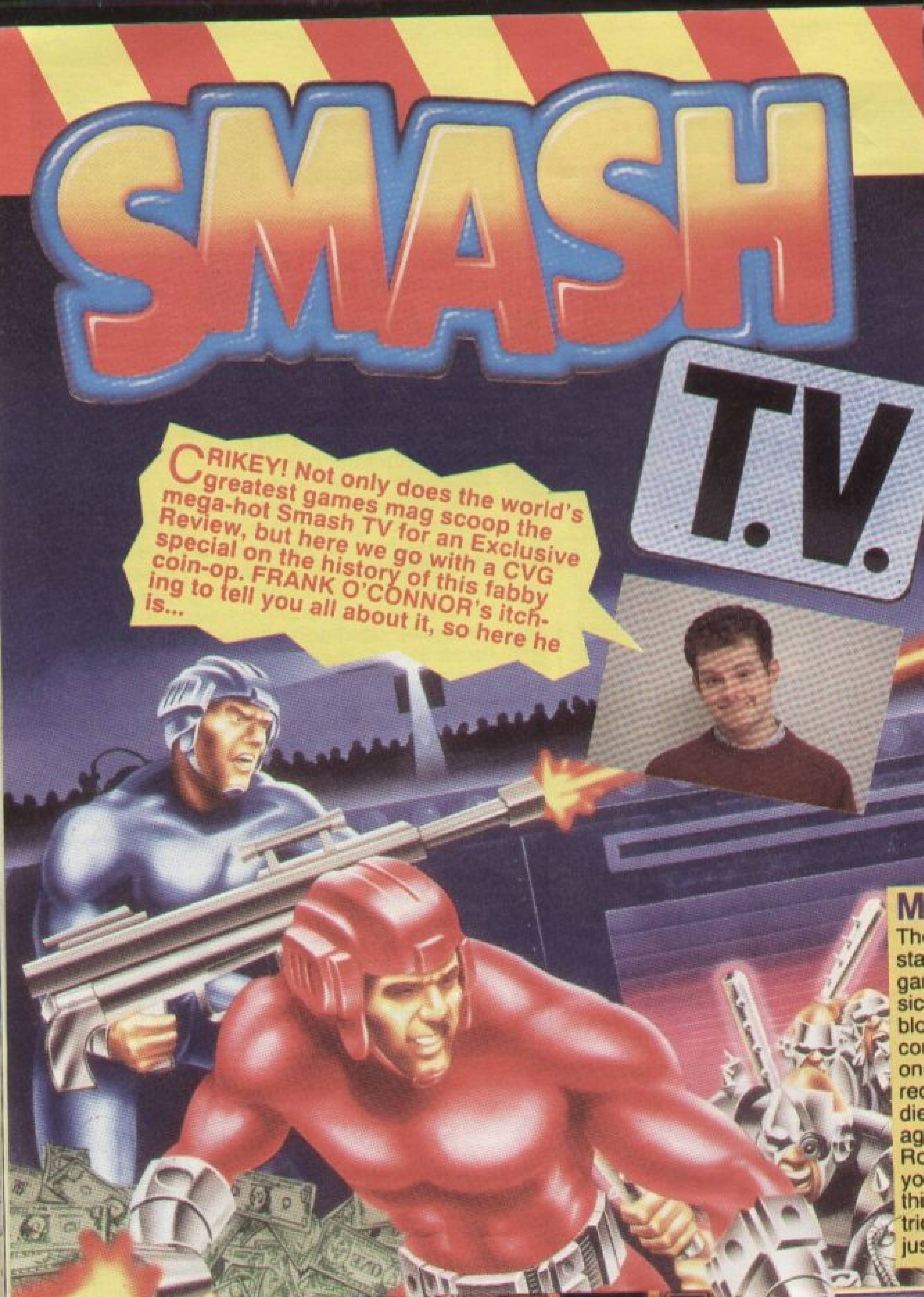
LET'S HAVE A LOOK AT WHAT YOU WOULD 'A WON...

The plot of Smash TV sounds a bit familiar, and so it should. The idea of a violent futuristic gameshow has been around since the classic seventies movie **Rollerball**. The theme was taken to the extreme a little more recently in the Arnie smash hit, the **Running Man**, which in turn was based very loosely on a Stephen King book about a man who's sent into a city and hunted down by armed killers. The movie of course was totally different and it was directed by Paul Michael Glasier out of **Starsky and Hutch** and a lot of the **CVG** boys thought it was crap. The most notorious of the future game show themes was the movie **Death Race 2000**, which featured a car race in which you score points by knocking down pedestrians, which is not very wise.



▲ *Is he ugly or what?*

SUPER NES	
GRAPHICS	90
SOUNDS	88
PLAYABILITY	93
LASTABILITY	93
OVERALL	92



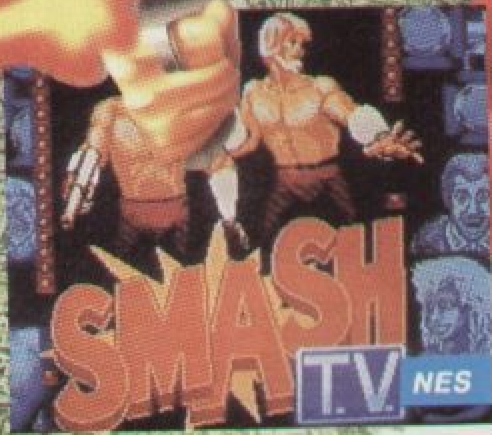
CRIKEY! Not only does the world's greatest games mag scoop the mega-hot Smash TV for an Exclusive Review, but here we go with a CVG special on the history of this fabby coin-op. FRANK O'CONNOR's itching to tell you all about it, so here he is...



One of Gary Ward's spiffy cover roughs! ▲

MOW 'EM DOWN

The history of Smash TV is a long and colourful one. Williams started the whole thing with a coin-op called **Robotron 2084**, a game which wreaked havoc in the arcades. Apart from the classic **Defender** - which, incidentally, was written by the same bloke! - it was the only game that was really, really difficult. The control method was also a novelty - two joysticks side by side, one for moving the character and one for firing in any of eight directions. The screen basically filled up with hazards and baddies and the object of the exercise was to save humanoid hostages - you simply walked over them and gained bonus points! Robotron featured apparently intelligent baddies who followed you around or even tried to cut you off. In fact they were as thick as mince, but that didn't really matter. The game was tricky on the first level, but once you reached level ten, things just got stupidly difficult.



NES



NES



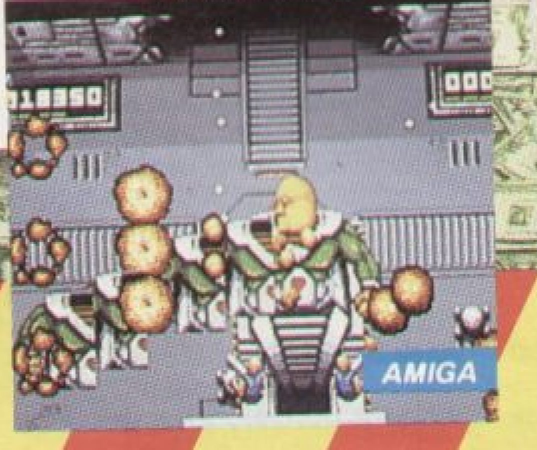
AMIGA



NES



AMIGA



AMIGA

AN OCEAN OF CONVERSIONS

Ocean hit the spot early in the last year with their rollocking conversions on the 8 and 16-bit micros, all programmed by Probe. The 8-bit versions, surprisingly, are better in many ways than their 16-bit cousins. The control system again became an issue, with twin joysticks being an option on all versions. The graphics on the ST and Amiga versions were a bit ropey, but good programming saved the day and Ocean did a fine job across all formats. Best ofthe bunch? The Amstrad and Spectrum versions, curiously enough, which stretched their host machines to their limits! Basically, this means just about anyone can enjoy blowing everything to bits, which is just as well really...

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SHOOT 'EM TO BITS

Smash TV is currently available on the Nintedo NES and it's another corking conversion, certainly as good as you could expect from an 8-bit machine. The control method is a little kooky, but it seems to work quite well. In one player mode, you can use both joypads, obviously one for movement and one for firing. Trying to figure it out causes brain leakage at first, but practice pays off and it's among the best shooters on the NES and worth forty quid of anyone's money.

BLOODY HELL! Not only does CVG grab the Super Nintendo Exclusive and tell you all about the game, we've gone and scooped everyone yet again to tell you all about the sequel to the arcade game - and it's not even out yet!





TOTAL CARNAGE







TOTALLY AWESOME!



Total Carnage is the name of the follow-up to the phenomenally successful Smash TV, and it should be blasting its way into an arcade near you pretty flippin' soon! As you can see from these scrummy screenshots, the game is looking totally amazing, and seems to have taken all the best bits from the firt game and improved on them! Captain Carnage and Major Mayhem are your main men. They don't just sit about and twiddle their thumbs and drink exotic tea when the going gets tough. Oh no. They saddle up with some serious hardware, get going and kick ass on a grand scale!







BLOW 'EM AWAY

The game produced a whole new breed of arcade gamer, something akin to the movie "Tommy". They couldn't possibly see what was going on in the frenzied baddie infested screen, but they still survived and kept on racking up points. The extreme violence involved often made their eyes glaze over and they would drool and slobber as they played. Jeff Minter, the famous hairy person was such a big fan of Robotron that he did his own version and gave it away for next to nowt on the Public Domain market. Being Jeff Minter though, the sprites were all replaced with things like Llamas and cans of cola. Then along came Smash TV in the arcades and what a hit that was. Using the technology pioneered in the amazing Narc coin-op, it was a blatant rip off of Robotron. That was all right though, because Williams did both machines so nobody cared.





ALL SORTS OF ACTION!

Frow what we've seen, Total Carnage features an amazing goodie bag of features and bonuses to try before you die. These include maps, secret codes, special warps and serious firepower - alongside the usual mayhem we've come to know and love from the boys behind Smash TV. Just like Robotron and Smash TV, Total Carnage will be a two-joystick game - one for movement and one for firing direction. There's also the infamous Smart Bomb for that tidal wave of destruction from which there's no escape! Total Carnage looks to be a treat and a half and no mistake. Rest assured we'll be giving the arcade machine the full overhaul just the second we can!

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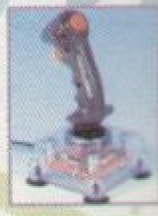
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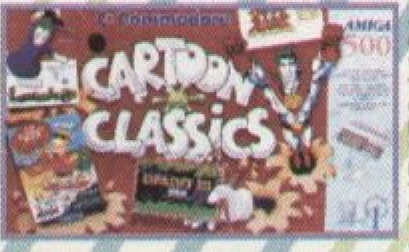
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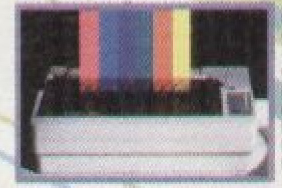


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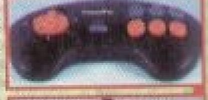
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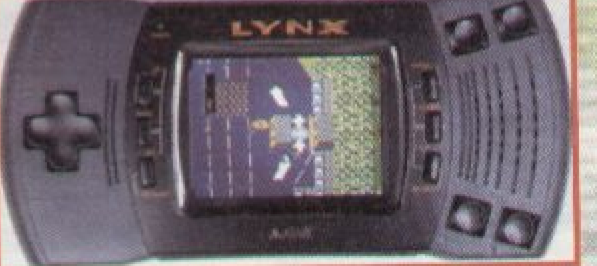
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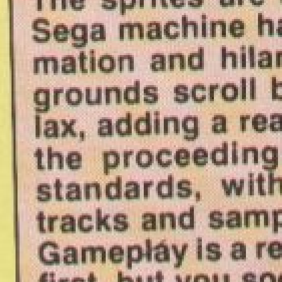
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REVIEW

MEGADRIVE £34.99

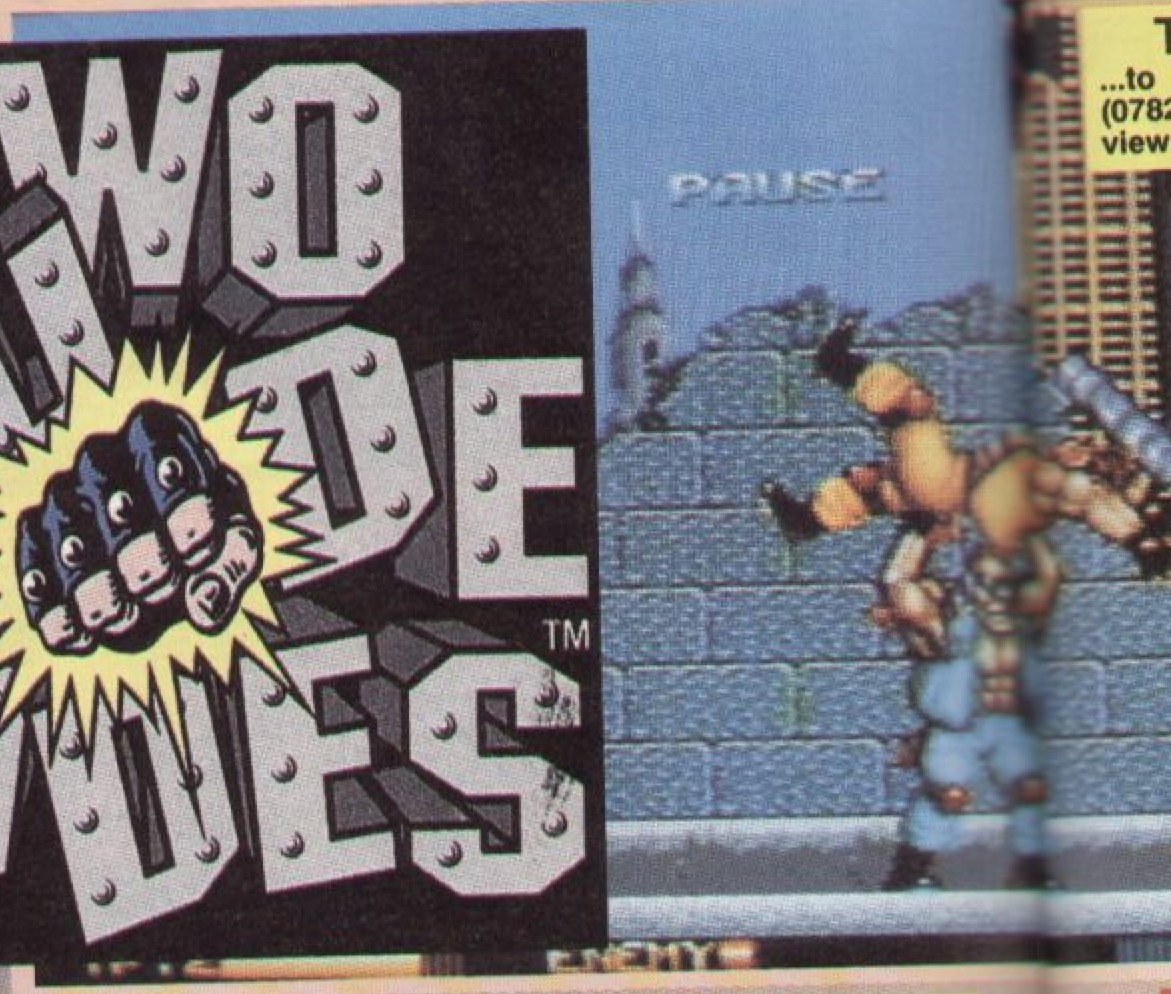
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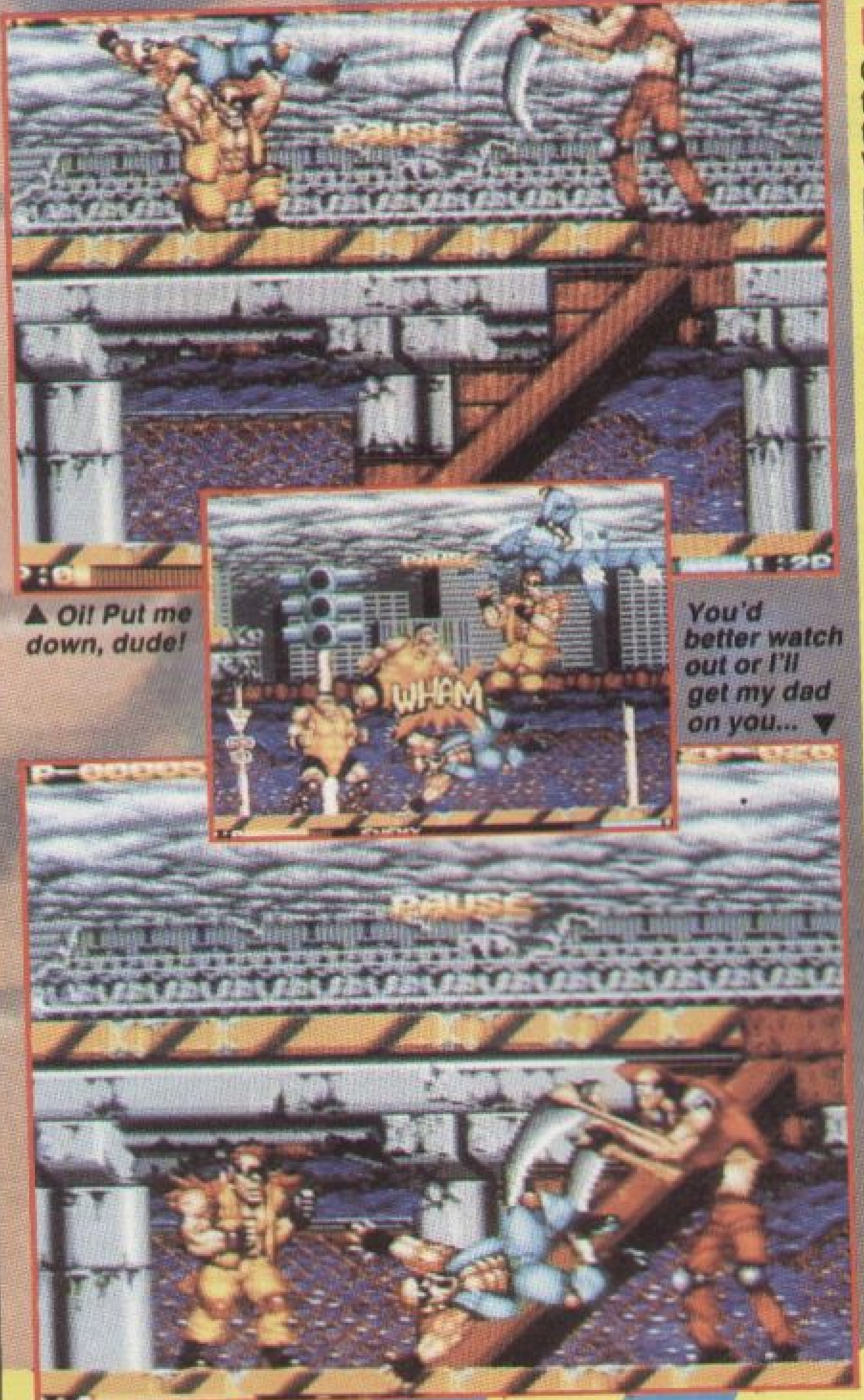
Take two crude dudes named Biff and Spike, genetically engineered warriors from a devastated city. Find yourself some trouble and send 'em into action, because that's what you built them for after all! It's New York in the year 2020 and an accident with some plutonium has completely levelled the city. The problem is that amidst the rubble and devastation, a twisted, evil scientist has been building an army of mutants and robots, all armed to the teeth and very angry. Fortunately Biff and Spike are the two hardest dudes in the post holocaust world. Their methods are a little unsavoury (hence the "Crude" nickname) but they get the job done. Their mission is to utterly destroy the army of fiends and take on the professor himself. Best of all though, they get paid for doing it! Get busting, crudes!



The original arcade game never really took the arcade world by storm, but it was a good laugh nonetheless. The Megadrive conversion is a much more enjoyable game. The graphics look as if they have been taken straight from the coin-op and are quite unfeasibly colourful for a Megadrive title. The sprites are among the best that the Sega machine has seen, with superb animation and hilarious baddies. The backgrounds scroll by in supersmooth parallax, adding a real sense of devastation to the proceedings. The music sets new standards, with brilliant guitar soundtracks and sampled screams throughout. Gameplay is a real treat. It's very simple at first, but you soon learn all sorts of tricks and tactics as far as baddie bashing is concerned. Playing by yourself is challenging and addictive, but things go into overdrive in two-player mode. The end of level baddies are imaginative and well designed and playing at any difficulty level higher than easy is a real challenge. Even once you've completed this game, you'll be plugging it in and coming back for more. This cart breathes new life into an otherwise staid genre. Get crude, dude!

FRANK O'CONNOR





▲ *Oi! Put me down, dude!*

You'd better watch out or I'll get my dad on you... ▼

RUDE DUDES

One of the neat and hilarious features of Two Crude Dudes, is their ability to pick each other up. Walk up to your team-mate, press the A button and you'll lift him clean above your head! Simply wait until some baddies arrive at the scene and then hurl him at them. Using a pal in this fashion doesn't actually hurt him - but it knocks hell out of the enemy! This feature is especially useful when confronting the end of level baddies. It can get really annoying though, when you keep getting thrown about instead of getting your share of the action. Put me down, dude!

CHEWED DUDES

If you fancy a bit of horizontally scrolling beat 'em up action, then there are a host of titles to choose from. **Super Shinobi** was the first and arguably the best beat 'em up on the Megadrive and is still widely available. A big emphasis on platforms and puzzles in that one. **Strider** is a visually spectacular game of a similar ilk, but again, the emphasis is on platform action. Straightforward Kung Fu action can be found in **Last Battle**, but frankly it's not much good. Alternatively, you could opt for the technically brilliant but rather slow **Budokan**. There are tons of others, but you probably know about them already! In fact, we'll put up a free Megadrive game to anyone who can send us the longest list!

Thanks to Paul Kennedy from Acock's Green, Birmingham, for the skill pix!



THANKS...
...to Console Concepts (0782 712759) for the review cartridge.

SHREWD DUDES

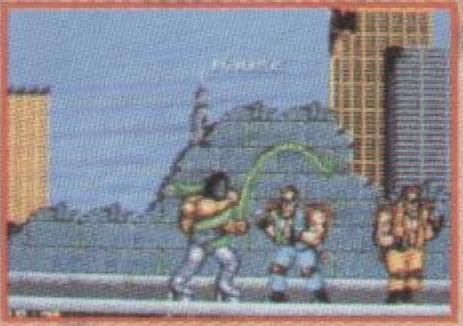
If you're the sort of person who likes throwing an almighty strop and chucking stuff about to get attention then this is the game for you! You can pick up almost everything in the game except the backgrounds - rocks, bins, lamp posts, rubble and almost every single bad guy! There's even a point in the game where you're attacked by tanks and yes, you can pick them up too.



Throwing a tank is not only impressive, it's also very effective, destroying almost anything in its path. What a hoot! Getting anywhere in the game is virtually impossible without learning how to throw and it takes quite a bit of practice but it's worth it to chuck your weight about - or somebody else's as the case may be.



▲ *Watch out - it's Mr Whippy!*



▲ *Crikey those shoes!*



▲ *That's the way to do it!*





▲ *Fancy some power? Grab a couple of cans!*



By some miracle I missed out on the Two Crude Dudes coin-op, which is a pity - because if it's anything like this I think I'd have been a tad impressed by its fun-packed beat 'em up action! I may not have been too overawed by the graphics, mind you - these Megadrive sprites are a bit on the square side and don't animate all that fluidly. Still, the idea of smashing up the vending machine to nick the cans of drink is well done, especially the Batman-like "Whack!" and "Thwock" flashes which appear with each hit. Lots of baddies to smash to a pulp and tons of weapons to pick up like concrete blocks, lamp-posts and even old cars all adds to the fun. Sound is above average, but after being treated to the sonic feast of Streets of Rage I was quite frankly left wanting. This isn't the best beat 'em up on the Megadrive - Streets Of Rage still holds that accolade and probably will for quite a while - but if you've got that and are looking for a thumping new challenge then Two Crude Dudes should see you alright for a while.

PAUL RAND



FOOD DUDES

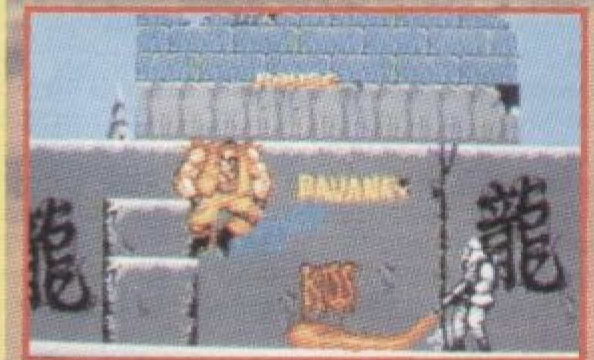
Along the hazard-strewn path you'll get quite a lot of stuffing kicked out of you. This would be a very big problem if it wasn't for the handy Coke machines lying around in the rubble. When you come across one and give it the kicking it so richly deserves, out pops a can of cola! Slugging this back tops up your energy levels and you can drink as much of the stuff as you like. Of course, in two-player mode the competition for the cans is intense. Throwing your pal around as he's about to reach full energy is a laff riot. The cola machines also turn up at the end of every level, giving you a chance to beef up your energy levels even more. Hurrah!

LEWD DUDES

The evil dudes who attack you during the course of the game come in various guises, none more hilarious than the evil Santa clone! This guy was working in a department store when the holocaust happened and as a result he turned blue and got very nasty. He attacks furiously but he's very small and quite easy to beat. His mates are just as silly - including psycho cabbies, armadillos and a Terminator clone. This guy attacks in the guise of a human, but a good kicking soon reveals him to be a cyborg who will pull off his own head and throw it at you. Pretty stupid, huh?

▼ *Dear me, what a sad travesty of a dude...*





▲ *Watch out or you might get burned...*



CRUDE DUDES

Two Crude Dudes might sound like a pretty stupid name for a game - but it's not half as stupid as the original arcade game, which was called Crude busters. We all know what a crud is, but what's a crude exactly and how do you bust one? Would you really want to if you knew how? Does any body really care?

MEGADRIVE

	%
GRAPHICS	89
SOUNDS	88
PLAYABILITY	90
LASTABILITY	85
OVERALL	**89**

NES **£39.99**

BY OCEAN

THE NEW ZEALAND STORY



What do you think the best kind of video game hero is? Is it a rock-hard mercenary with a bionic arm? Is it an intrepid xenophobic space explorer? Is it a crack F16 pilot? Not according to Taito, who reckon a fluffy yellow Kiwi is hardest of 'em all! New Zealand Story tells the tale of a little gang of Kiwis who get kidnapped by an evil walrus. Fortunately, our hero escapes and decides to rescue his comrades. In his favour, he has an



unlimited supply of arrows, great jumping skills and limited flying abilities. Not so much in his favour is the fact that he's a small yellow ball of fluff. The odds are stacked against you, the challenge is vast and you're only a little feller after all. Oh well, it's off to the heart of New Zealand for a spot of platform-related action!



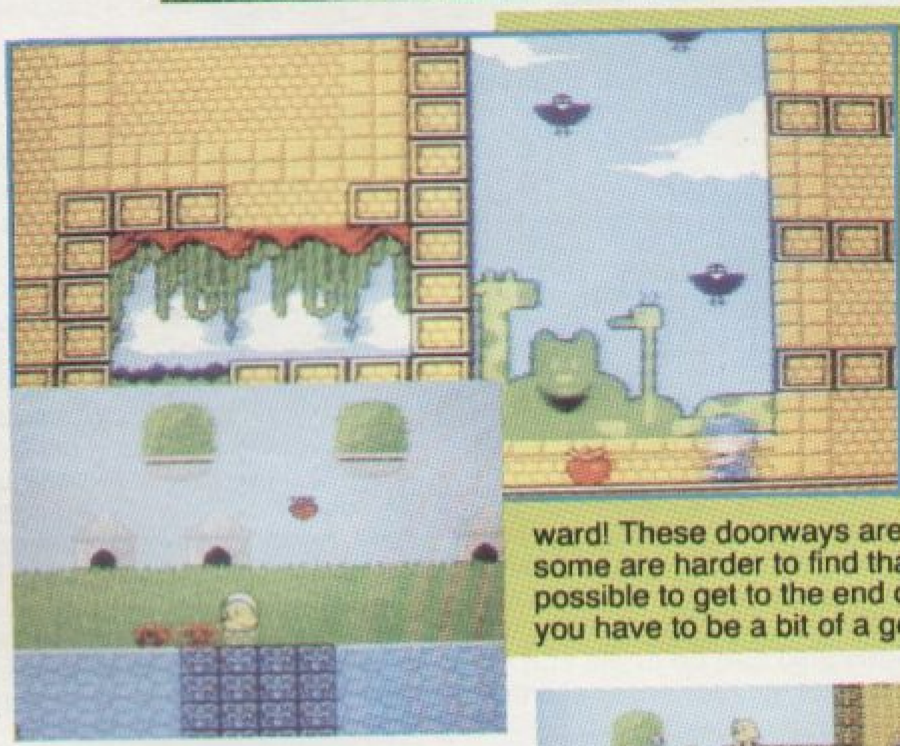
The arcade version of New Zealand Story was a bit of an oddity. The graphics were unspectacular and the gameplay was nothing new. What separated it from the rest of the crowd was something Taito are famous for. That elusive something, that spark of playability that keeps you coming back for more. The NES version, to Ocean's credit, is spot on perfect. All the screens are there, all the levels and all the hidden stuff. The simple graphics have been reproduced faithfully and the music is an upbeat remix of the arcade theme. Playability is there in bucketloads and the game itself is huge. Niggles are few and far between, but one complaint is the appalling sprite flicker when too much is going on. Sometimes the poor Kiwi completely disappears and off you trot to your death! The best thing about New Zealand Story (as with the Mario games) is the sheer number of things to discover - finding weapons, vehicles and hidden levels has you playing into the wee small hours. NES owners have the best platform games of all time in the Mario series, but buying this pretty damn good arcade conversion won't do you any harm at all!

FRANK O'CONNOR

NOT MANY PEOPLE KNOW THIS...

New Zealand Story was the product of a Japanese Taito programmer who went to New Zealand for his hols and game back with the game! Playing through you'll see all the tourist spots he visited, 'cos he put them all in! Those crazy dudes!





HIDDEN BONUS SCREENS AHOY!

There are lots of ways to make progress in New Zealand Story, but none faster than the secret warp zones! These are totally invisible and the only way to detect them is to shoot them. When your missiles mysteriously vanish, keep firing at this invisible doorway enough times and a flaming spiral will appear. Simply walk into it and hey presto - you're several screens further forward! These doorways are dotted around the landscape and some are harder to find than others. By using these, it's possible to get to the end of the game without much effort, but you have to be a bit of a genius to find them all.

FLY BOY!

Kiwi's can fly - but only just. They flap their wings a lot, sort of take off, flap their wings a bit more and hope to stay up. Fortunately, New Zealand is packed full of weird and wonderful flying machines. These include airships of various descriptions, a spaceship, a friendly goose and weird floating space hoppers. They all handle differently and some are more fragile than others. Collecting a joystick icon helps ease the dodgy momentum on some of the craft and makes those tight turns easier.



▼ *Jump on the yellow space-hopper and fly away!*



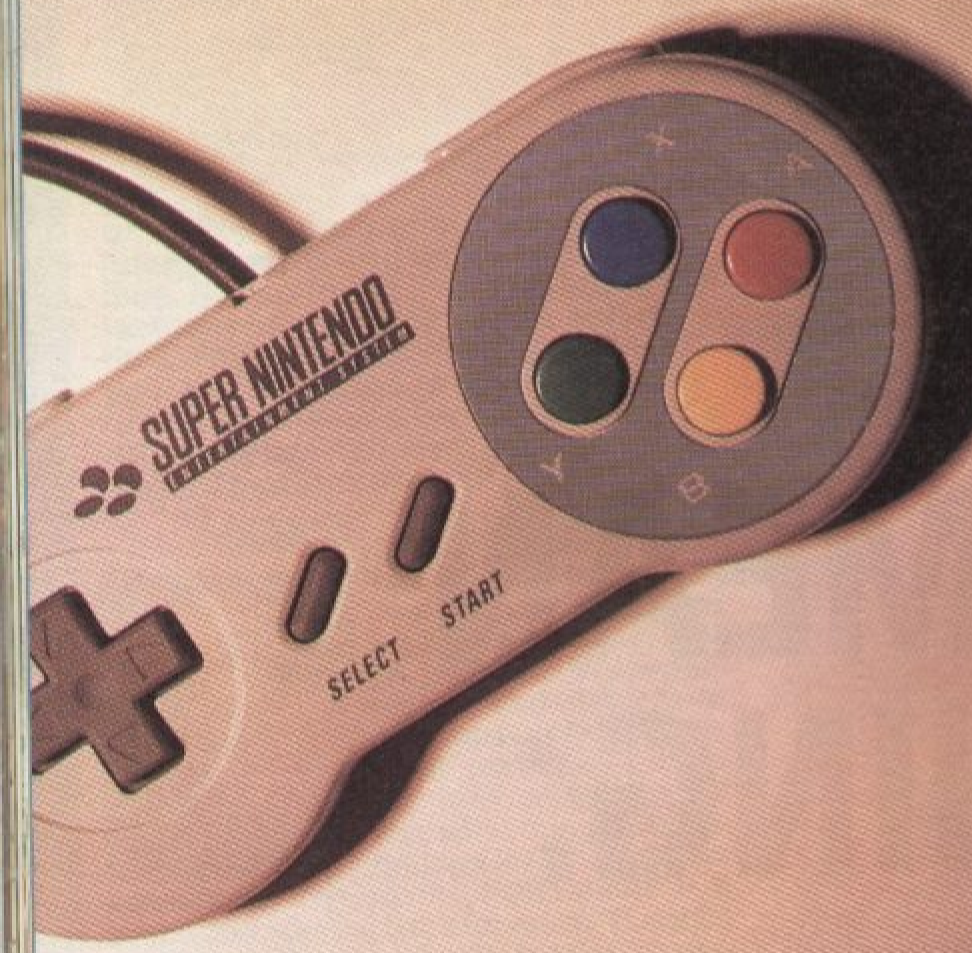


NES	
GRAPHICS	90
SOUNDS	81
PLAYABILITY	87
LASTABILITY	89
OVERALL	**88**

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AND WE MEAN EVERYTHING.





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• 3-D graphics

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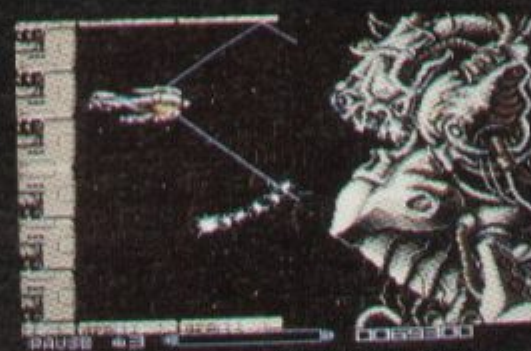
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Lemmings



It's tough being a Lemming. They march mindlessly to their doom. Over cliffs. Through trapdoors. Totally oblivious to danger. It's up to you to save them - guide them to the exit. Help them make bridges. Blast through obstacles. But be warned. They're so mind-numbingly stupid, you'll need all your skills to save them!

Super Castlevania IV



It's more than a hundred years since Transylvania was terrorised by Count Dracula. Yet once again, no-one sleeps easy. Wolves howl at the moon and Ghouls stalk the land. Dare to take the journey into terror, in eleven nail-biting stages. Traps abound for the unwary - vigilance is the key, and terror is the spur! Beware!

SUPER TENNIS



Choose grass, clay or hard court. Choose from eleven world - class opponents - singles, doubles, with a friend, against a friend, against the computer. Whatever your choice this game is so close to reality you'll ache from exhaustion.

SUPER SOCCER



The roar of the crowd! The thrill of top professional action! You're right out there on the turf with your team in high-speed Soccer action! But yours is just one of 16 world-class teams - and they're all out to win the World Cup for their country. The pace is breathtaking, the action never stops. You think you're good? Wait till you try Super Soccer!

SIMCITY

Sim City



You're the mayor of Sim City - and boy, do you have problems! It's your job to encourage growth, and make Sim City the place to live. Then, the invisible Sim Citizens will come flocking in. But there's pollution, natural disasters, traffic, crime - all the problems of the city to contend with. See your city and watch the changes as time passes. Can you make Sim City the place to live?

ZELDA III



Hyrule: a fantastic land of monsters and dungeons, sorcery and mayhem. Two dangerous worlds to explore: have you the skills to survive? You'll cast spells, puzzle your way through dungeons, battle fantastic odds and learn to live dangerously. Can you make it? Battery back-up means up to three players can return again and again - right back to where they couldn't take it any more!

F-ZERO



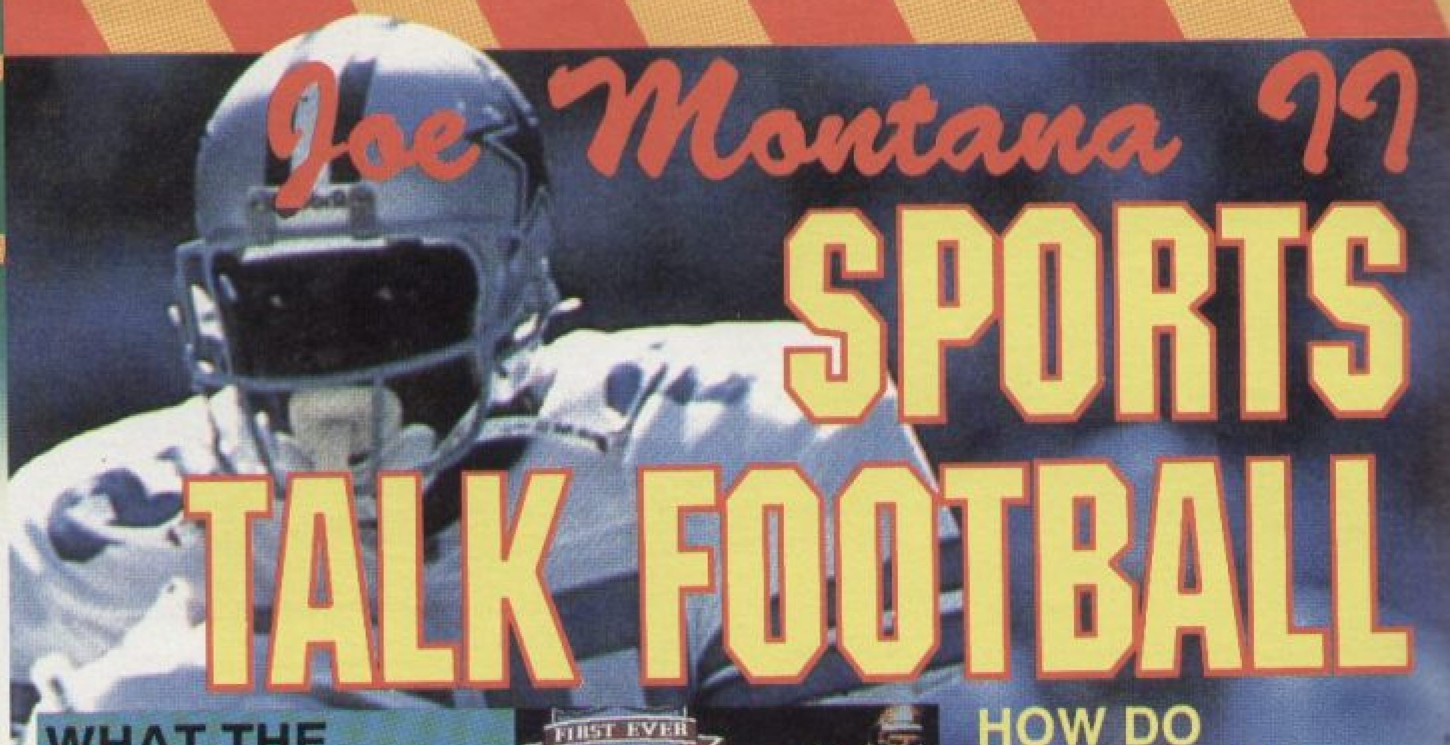
It is now the year 2560. There's just one way to glory - win an F-Zero Grand Prix. It's the fastest, most merciless race ever known to man or mutant. It's vicious! Brutal! Crash and you're gone! Even if you win, ever-more ferocious races are waiting to destroy your nerves. Battery back-up records the ten best times for each of the 15 tracks. Race for a place in F- Zero history!


SUPER MARIO WORLD
SUPER NINTENDO
POWER
EJECT
RESET
Nintendo
SUPER NINTENDO
SUPER NINTENDO
SELECT
START

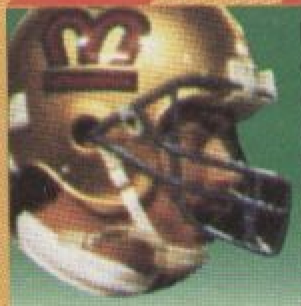
REVIEW

JOE MONTANA 2
MEGADRIVE BY SEGA **£40**

American Football games aren't what you could call rare on the Megadrive. John Madden's, John Madden's 92 and Joe Montana's are all clamouring for a slice of the action, with that Mr Madden currently winning the downs AND kicking for the extra point. Still, Sega reckon there's room for one more, so pull on your shoulderpads and helmet and hit the gridiron in the latest American Football sim to appear on the 16-bit superstar. That man Montana is wheeled out again to be your guide through the trials and tribulations of each game, with commentary and statistics to inform and assist the player along the way. Use real plays to get those downs and move you further towards that elusive touchdown, but remember that to be the best your defence needs to be as hot as your offence. It's all very well being a high-scoring hero, but if your blitz is the pits, forget it. What are you waiting for? Play ball!



Joe Montana II SPORTS TALK FOOTBALL



I first saw this game quite a while ago, and have to confess not playing it again until it came up on official release. Pitted against the likes of Madden's and now Madden's '92, you've got to be bold to release an American footy game on the Megadrive. You need something special as well, and here it must be said Joe Montana does deliver. The commentary-style speech is a real gobsmacker when you first hear it - it's a hoot and a half to play while the yank burbles away just like they do on the telly! For my money Joe Montana is a simpler game than Madden's, opting for a completely different presentation style. It's a lot easier to pick up and play and it's quite a laugh for a while. Then the speech starts to pall a bit and before long you're turning down the volume because you've heard it all before. Then you discover that the game isn't really that deep, and although the whole package has been put together very professionally it just doesn't score in long-term appeal and doesn't come close to Madden's, which still ranks king of the castle. Sega deserve a pat on the back for giving it a go, and the result certainly isn't bad - but you're still better of with Madden's unless you've got tons of cash and can afford to get them both!

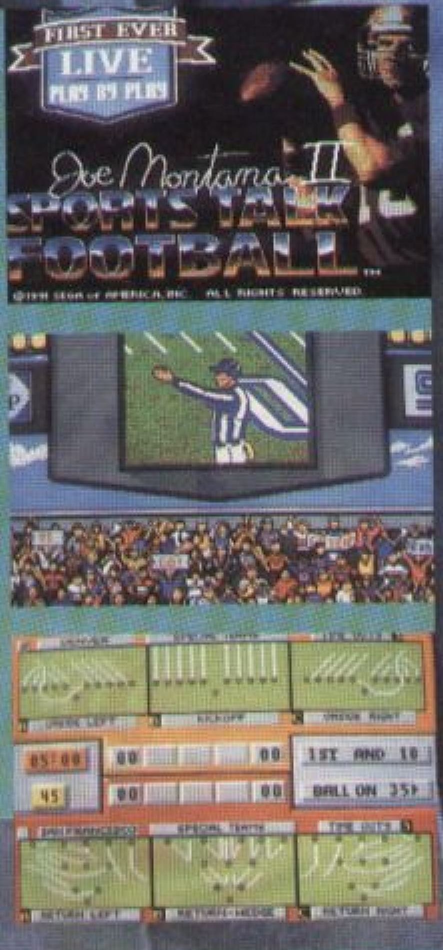
TIM BOONE

WHAT THE HELL IS THIS SPORTS TALK STUFF?

You may well be wondering why this game is called Joe Montana II - Sports Talk Football. Well, it's quite simple, really. This is the first of the new Sega Sports Talk range - games which actually talk you through the action! There are about one hundred and fifty different words sampled in Joe Montana's, which are then strung together to form sentences and churned out whilst the game is happening. It's an extremely effective feature of the game - like having commentator stuck in your Megadrive cartridge!

ON HIS LAST LEGS

Joe Montana, for those of you who don't know (like most of the population who think that The Refrigerator is a large cold unit used to store dairy produce and other perishables) is quarterback for the famous San Francisco 49ers. Unfortunately for old Joe, he's getting on in years, having only been able to play a couple of times this season due to dodgy knees. Still, this one should help supplement his pension.



HOW DO YOU PLAY?

The rules of American Football, to the majority of the world except the States, sound complicated. And indeed they are, but here's a quick rundown anyway. One side attacks, the other defends. They each choose a play - the attackers would go for a running play or attempt to pass the ball to a mate, while the opposition need to select a play to counteract that of the boys with the ball. Basically, you have four goes (called downs) to move the ball forward by ten yards. If you don't achieve this, the defending team get to attack. Get the ball to the start of the opposing team's side of the field and you score a touchdown, worth six points, and the opportunity to kick the ball between the posts for an extra point. There you go!

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MEGADRIVE	%
GRAPHICS	83
SOUNDS	90
PLAYABILITY	78
LASTABILITY	79
OVERALL	80



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REVIEW

SUPER NES £45
BY KONAMI

CONTRA SPIRIT

Lance and Bill Gryzor are the hardest duo in the Universe. They like guns - really big guns. They like bombs too. And knives and grenades and flame throwers. Lance and Bill are total psychos, which is why the US Government has sent them on a suicidal mission. Aliens have invaded and virtually destroyed the Earth and it's up to our unhinged heroes to invade the enemy fortress and kill the evil alien emperor. This





isn't quite as easy as it sounds - the only way to reach this fortress is to battle through hordes and hordes of twisted alien space fiends, all armed to the teeth and all hungry for blood. Thankfully Lance and Bill are equipped with some quite stupidly powerful weapons and they're awesomely strong to boot. A stroke of luck, that - cos you don't want some weedy wimpo trying to stomp alien heads, do you?



Super Contra was one of my favourite arcaders and this is a brilliant sequel. It borrows elements from the previous games in the series and turns them into something very special. Platform action is the biggest ingredient - looking like a cross between Strider and Midnight Resistance the game gives you 360 degree control of your gun as well as some incredibly athletic climbing powers. Graphically this game is excellent - most Super Nintendo games look impressive, but this is usually down to good use of special effects. This time round the sprites and backgrounds are beautifully designed and quite awesome to see - and the use of scaling and rotation in Contra isn't just a gimmick, it's an intrinsic part of the gameplay. The top-down sections are a frantic race against time and add a fair bit of tension to the proceedings, but the music really makes this something special with a combination of orchestral pieces and driving rock music thrown in! Sampled screams and beefy explosions all enhance the atmosphere and it's a case of turning the volume up, the autofire on and your brain off. The best game of its type on the Fammy so far.

FRANK O'CONNOR



▶ *Yuk! It's ugllier than a toasted turd, so fry it!*



▼ *RUN!*

IT'S THOSE GRYZOR GEEZERS!



Contra Spirit is a sequel of sorts to the arcade games **Gryzor** and **Super Contra**. The platform action of Gryzor has been tweaked, giving the game more than a hint of **Strider**, and the top-down sections from Super Contra have been enhanced using the scaling and rotation abilities to spectacular effect.

There are all the usual shooty features, like extra weapons, shields and smart bombs. There's also a feast of guns available and you can carry two at once, switching between them as and when you wish!

COR! WHAT A BEEFY WEAPON





As you run around the various levels wasting baddies and causing all sorts of mischief, weapons pods will be flying about. Shoot them and they drop an extra weapon on your head. These include four-way spread fire, flame-thrower, homing missiles and rockets. The saddest weapon of the lot though, is the laser gun, which is about as much use as a one-legged man in a botty kicking contest. You can switch between weapons, but die and you lose the one you were using. Boo!





TWO PLAYER ACTION





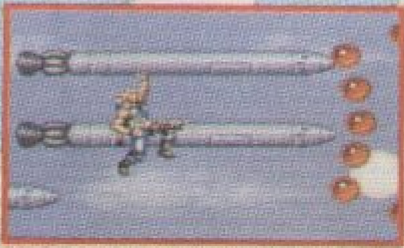
The grooviest thing about Contra Spirit is the top-notch two player action. You can both run about at the same time, blowing away baddies and helping each other out. The top-down section takes place in a split screen, so you can explore the terrain independently. Sadly though, on the vertically scrolling sections if you're too slow you get killed. People with dubious friends might find their mate deliberately bumping them off. This just serves to improve the gameplay and gives this title that competitive edge. Mind you, it's harder in one player mode!





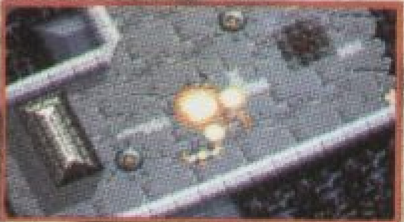
Thanks to Chris Wolfenden from Manchester for these skill pix!





▲ *Shoot the big red thing!*

▼ *Try not to get lost!*





REVIEW



Unbelievable! Just when you think you've seen all the Super Nintendo can do, along come Konami with another gobtastically brilliant game which blows everything else away! Big, bold and beautiful sprites are just the tip of the iceberg on a game so red hot it'll probably melt your joypad as you battle wave after wave of alien scumbags through smooth scrolling screens of disaster! Best of all, the action's accompanied by some real rock aand roll soundtracks which spur you on through thick and thin! Take on the evil empire yourself and it's a riot and a half, but join forces with a pal and Contra Spirit just can't be matched! The game may boast six levels, but it's actually two games in one because of the vastly different styles of play you'll find. The top down sections can be well confusing at first, but once you've mastered them they're a riot! More than just a game, this is an all-singing, all-dancing, all-murder and mayhem experience you've just GOT to have and if I was one of Nintendo's rivals I'd poop my pants if I saw this. Contra Spirit is exactly the sort of game console freaks have been waiting for - and this cart more than delivers. Grab this one a bit quick and remember to thank CVG for telling you all about it!

TIM BOONE

THE WHIRLING DERVISH

On almost every level you can access a fairly secret power. Press the left and right pads at the top of the joypad simultaneously and you turn into a spinning ball of death! You pull out both guns at once and spin round like a loony, killing almost everything on screen, and the best part is that you can do it as many times as you like - even on the top-down levels!



▲ *This thing is stupid, ugly and very dangerous...waste the damn thing!*

DRIVING FORCE

At two intervals in the game you'll be given the chance to drive a couple of vehicles. You can ride around for most of the first level in a great big truck, armed with a napalm bazooka.



While inside this you're totally indestructible and can lay waste to legions of baddies. On later levels you get the chance to ride a hovering speeder bike (a bit like those in **Return of the Jedi**). These are fast and maneuverable, but leave you exposed to enemy fire and pants pooping danger!

▼ *It looks like you're trapped!*







BILL AND LANCE'S EXCELLENT ADVENTURES

Arcade fans might remember the original Gryzor coin-op. It was called Contra everywhere else in the world except Europe. The reason for this was that the political conflict in Nicaragua (where real life Contra rebels were killing and being killed) was considered too sensitive. This was actually a bit daft considering that the sequel was allowed to retain its original name - Super Contra. Confused? Don't worry - everyone else is as well.



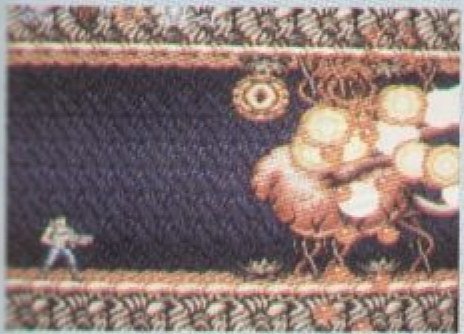
▲ *Roast the flying fiends or die trying!*



▲ *Remember to jump off when it explodes!*

SUPER NES	
GRAPHICS	94
SOUNDS	91
PLAYABILITY	90
LASTABILITY	90
OVERALL	91





BAD BOY BOSSES

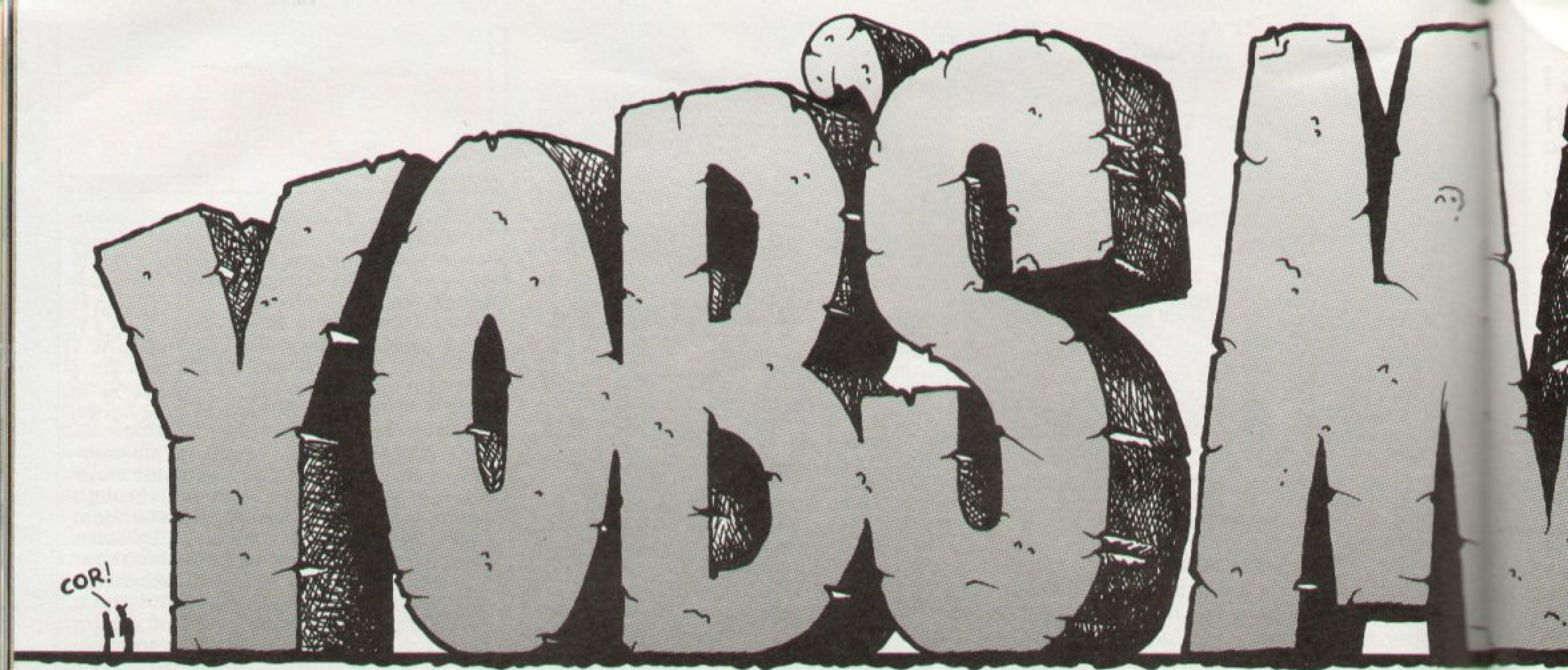
Contra Spirit's end of level bosses are so bad they'll give you nightmares! These big bad boys really know how to spread death and destruction, and they come in all shapes and sizes! Watch out for the incredible killer skeleton and his door-ripping party trick! Then there's the biggest, baddest boss of them all - the blinking brain with ten attack patterns to overcome before you can blow him away!

◀ *Kerblamm! The organ gets it!*





Uh oh, who's this guy? ▶



YESSIREEBOB! Here we go with the biggest Mailbag in the history of the almighty Yob. It's even bigger, better and harder than I am! Basically the head honchos at CVG decided I was getting much too big for my hobnail boots, so they've given me even more space for your useless letters! So this month I've waded through the piles of crud you lot insist on sending and come up with another prize crop of crap to fill these awesomely huge and completely brilliant pages. If you reckon you can match my amazing wit and wisdom, or you're just a pathetic excuse for a games-player who wants a silly question answered, this is where you need to be. And if getting your name in the world's greatest Mailbag isn't enough, I've got a bloody enormous £100 in used fivers for the best letter of the lot! So send your jokes, japes and general joviality to: YOB'S BIG AND HARD MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Get to it and get laughed at!

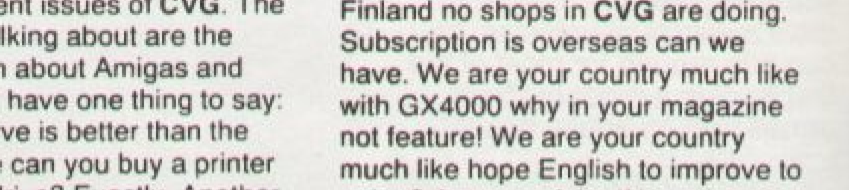
MEGADRIVE MADNESS

Dear YOB,
I am writing in reply to several letters printed in recent issues of **CVG**. The letters I am talking about are the ones going on about Amigas and Megadrives. I have one thing to say: if the Megadrive is better than the Amiga, where can you buy a printer for the Megadrive? Exactly. Another thing **(I thought you only had one thing to say! - YOB)** I have to say is if you buy an Amiga you get more value for money in the long run because the games are cheaper. So all you dozy Megadrive owners out there, I advise you to eat it and get the insurance money then buy an Amiga!
PAUL JONES
Worcester

YOB: And I'd advise you to seek emergency hypnotherapy treatment to cure you of all your sad delusions. Next patient, please...

FRANTIC FINS

Dear YOB,
We are in England being on an exchange of the School's. We are much liking your CVG reading, but in Finland no shops in **CVG** are doing. Subscription is overseas can we have. We are your country much like with GX4000 why in your magazine not feature! We are your country much like hope English to improve to going? Are you of the if but who what and? Yes! But me TV see it go under (a Finland joke in). Finland in GX4000 buy like warm fish. Up the good keep worken too!
ANGERS BEJERN,
Tampere, Finland



YOB: I am your sad letter reading and much stupidness am I find. If you am thinking I believe such load of codswallop, waste of space cretin are you being. Be favour me doing and at least hoax letters be funny making.



MONEY MOUNTAIN MORONICS

Dear YOB,
I have only read the last month's issue of YOB in **CVG**, after that I came to the conclusion that you are a genius and whatever you get paid is nowhere near enough. I suggest we join together and publish YOB's Mailbag as a separate mag and make millions. What do you think?
Sad Sam,
Dewsbury, W Yorkshire.

YOB: Too late, Sad Sam - I already earn tons and get to drive about in a company car with my secretary Miss Freelove. Remember the Ferrari that burned up your recycled tricycle at the traffic lights the other day? That was me.



IT'S THE SAD BLAG

Dear YOB,
Sob, sob! Oh woe is me! My dear old Grandmother is very ill indeed. She has a rare form of the incurable "I need a hundred quid to go to Disneyland" disease. Having contacted some of the top medical minds in the western world, I have discovered that the only treatments for this horrible condition are as follows; 1. Stroking the patient's curtain rings with a golden chisel. 2. Applying Vic's Vaporub to all articles of a dentist's clothing. 3. Giving the old lady a hundred quid. After attempting to rob several banks and building societies armed only with a parrot and a Sonia album, I came to the conclusion that only one person in this universe had the power to bring this old lady back from the brink. It's you YOB, that I entrust with this mighty responsibility - simply because you have the largest stick-on Garfield in Brazil. So, just pop the money through my door at a convenient moment and I'll ensure that it arrives at my poor old Granny's house. If you don't, I'll just have to sit here and pick my nose.

Ben Thomas,
Aberystwyth, Wales.

YOB: It's a funny old world, isn't it. On second thought, with Ben Thomas around perhaps it isn't...

I'M JAMIE THE JERK

Dear YOB,
1. What is the difference between a Famicom and a Super NES? 2. Is Sonic coming out on the Amiga? 3. Will you send me a Megadrive?

JAMIE YOUNG,
Gyle, Edinburgh

YOB: 1. What's the difference between Jamie Young and a steaming pile of horse dung? Answer: at least you can use the dung to grow your roses. 2. Don't you read the mag? 3. If you ask nicely, I might. Then again, I may not...

CRAZY QUESTIONS

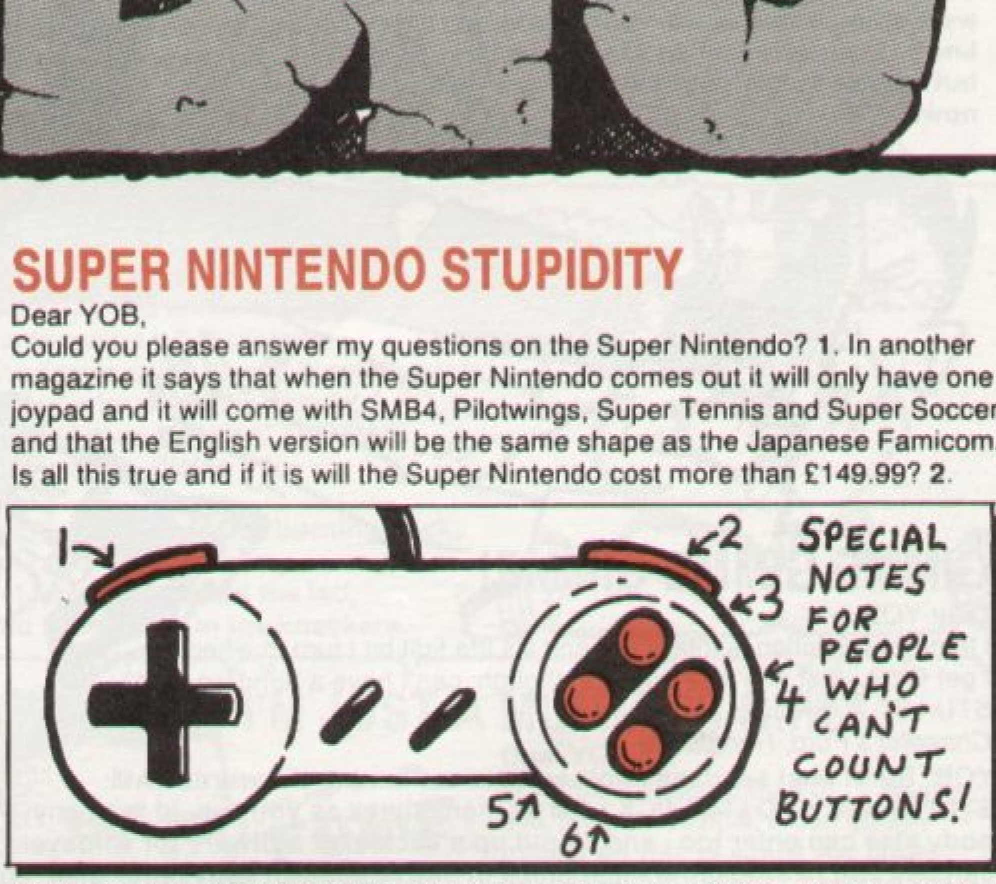
Dear YOB,
Here is a bit of a questionaire for you. 1. Date of birth? 2. Fave computer? 3. Fave Console? 4. Fave Hand Held? 5. Fave Arcade. 6. Fave Game.

TIM ANDREWATHA
Chetnole, Dorset

YOB: 1. Mum was drunk and can't remember. 2. My First Computer by Tomy. 3. Holostar 4. A Baseball Bat. 5. Anywhere that hasn't banned me yet. 6. Australian Rules Football.

SUPER NINTENDO STUPIDITY

Dear YOB,
Could you please answer my questions on the Super Nintendo? 1. In another magazine it says that when the Super Nintendo comes out it will only have one joypad and it will come with SMB4, Pilotwings, Super Tennis and Super Soccer and that the English version will be the same shape as the Japanese Famicom. Is all this true and if it is will the Super Nintendo cost more than £149.99? 2.



Will there be a converter so you could play Japanese carts? 3. Will you need an even bigger joypad to play Streetfighter II because you might need six buttons instead of four? 4. When will we be getting SF2 for our English Super Nintendos? Keep up the good work on your totally brilliant mag!

GAVIN ROLSTON
Truro, Cornwall.

YOB: 1. It won't come with them all! Whaddya expect for £150! 2. Almost certainly! 3. The SNES joypad has six buttons - think about it! 4. Yup, but you might have to wait awhile.



WHAT'S IN A NAME?

Dear YOB,
Why don't you change the name of the magazine to Console and Video Games? Also, can you tell me why the mag has turned its attention to Consoles? Please pass this short but informative message on to the Editor as this used to be good mag.
Steve Majchrzakowski,
Blackley, Manchester.

YOB: Why don't you pull your head out of the sand and start looking at the world around you. More and more people are buying consoles these days - and many of them are people who would never have bought a computer. Does that stop them being computer games players? Of course not! No matter which machine it's on, if it's a hot computer or video game, CVG will be there to tell you about it first. That's what the mag has done for 10 years and that's what we'll do for another ten. I don't know if you ever had any sense, but I'm not holding out much hope now...

I'M A WWF WIMPO

Dear YOB,
If you can answer this simple question you are the cleverest man in the universe. Will there be a WWF game coming out for the Master System? Please answer this question because I don't know anyone who knows the answer, so being the clever person you are I thought you could tell me. P.S. If you do answer I might be able to fix you up on a date with a girl you like.
ANTHONY BELL
Stoke on Trent, Staffs.

The answer is no, there won't be. P.S. Are you matchmaking for your girlfriend again?



GIMME GIMME GIMME!

Dear YOB,
I think your section is totally rad and it's the first bit I turn to when I get **CVG**. Just one little question though: can I have a hundred quid?
STUART TURNBULL,
Chandler's Ford, Hampshire

YOB: Sure! Just send me another letter containing the words I AM STUPID STU AND I'M THICK I AM as many times as you can. In fact, anybody else can enter too - and I'll put up a sackful of software for whoever can say you're stupid the most times in one letter. Can't say fairer than that, eh?

CDTV'S THE ONE FOR ME!

Dear YOB,
I have got a few things to say to Megadrive owners. Firstly, why are they drooling over the Mega CD? Sega have blatantly copied Commodore's CDTV. It's much better than the Mega CD. Secondly, why do Megadrive owners keep saying that the Megadrive is better than the Amiga? They are two different things you brain-dead geeks!
JAMIE RUTHERFORD,
Norwich, Norfolk.

YOB: If you check the history of CDs, you'll find that NEC made the first games related CD drive for the PC Engine. Now, I wonder who copied who? Next time you want to have a go at someone, get your facts straight so you don't look a complete pranny. Also, the Megadrive and the Amiga may be different machines but does that mean people can't compare them? What's wrong with saying a Porsche is better than an Anglia or Bernard Manning plops on Bob Monkhouse or a prostate operation is more fun that you?

A DOWN UNDER DOH!

Dear YOB,
I have been buying your magazine for about two years now and I would just like to say that it is the best. Tons of reviews, lots of laughs. My real reason for writing is to say what a disappointment Sonic the Hedgehog is. It's got wonderful graphics and sound but it's just too darned easy! I completed it on my second attempt. Everybody knows how important lastability is in a game but Sega seem to have forgotten this. I also think that you get too hard a time for being mean and nasty, because after all, that is your job!
CHRIS ROYAL,
Brisbane, Australia

YOB: I have been getting letters from Australia for ages now and I would just like to say that it is crap. It's such a sad country they had to hide it on the other side of the world and Columbus mistook the whole sad island for a floating turd. If any down under dunces can come up with gags of similar quality, fire them my way and there's the Aussie equivalent of a hundred quid for the winner!



MORE AUSSIE ANTICS

Dear YOB,
I have got a Nintendo and a Gameboy. On Nintendo I have Cobra Triangle, Gun Smoke, Wrestle Mania, Kid Icarus and lots more. On Gameboy I have Tetris, Super Mario, Skate or Die and a couple more. I really enjoy CVG but us kids down under want to enter some of your competitions too. I mean, you guys have to think your magazine doesn't just sell in London - it comes to Australia too. Here are some questions for you: 1. Can you get some competitions where we can send in? 2. Can you rig up something to get CVG here quicker? 3. Please publish this letter - all the others must have got lost in the mail. 4. Try to include more Gameboy and Nintendo.
Thanks YOB.
C. LAYTON
Victoria, Australia.



1. You ought to know by now that CVG often holds compos open so that sad overseas types can get their entries in too. We're even thinking about a compo specifically for Aussies only. Whaddya think? Drop me a line with your views. 2. I've had a word with Mr Dropping and his carrier pigeons are on a dose of steroids as I write. 3. They didn't get lost, I just threw them away. 4. What's GO! full of then? Doh!

I JUST GET HYSTERICAL

Dear YOB,
I am writing to compliment you on your ever so funny YOB's Mailbag. Last night I was reading the latest issue of **CVG** and I must admit I was absolutely creased. My mother was hammering on the wall of my bedroom and yelling at me to shut up. Anyway, my friend and I (Wally) often dispute the dominance of the NES over the Master System. Could you please confirm the argument and send me £100?
G. TULIP
Hebburn, Tyne and Wear.



Yes I can confirm the argument, but I can't send you a hundred pounds. Does that answer your question? By the way, Mrs Tulip, how about hammering on his head next time - the lad might get some sense that way.

PORTUGAL? WHERE'S THAT THEN?

Dear YOB,
Once I saw an British serial called Red Dward! His crap crew with his crap jokes were excellente! I think they could be good license for a computer game - Cat and Holy in the quest for the radioactive cheese that could make them travel 3 million years ago!
PSYCHOHEAD,
Tavira, Portugal
YOB: Words fail me. Obviously they fail you too...

BIG BUSINESS BABOONERY

Dear YOB,
I'd just like to have my say on the Amiga VS Megadrive debate. They are both very high quality machines, but if you like business software then the Amiga is heaven-sent.
DANNY POTTS,
Bristol
YOB: If you like making fun of sad people who like to run business programs for fun, Danny Potts is your man. Why are business programs almost as rubbish as Bristol? Answers on a used tenner please...

A WELSH WALLY WRITES...

Dear YOB,
I'm not actually from Australia so I don't know anything about Kangaroos. Furthermore, I've been disgusted by the lack of biscuit articles in your magazine. Please rush me my hundred quid to avoid the Christmas rush.
SAD KID,
Dyfed, Wales.
YOB: Does it echo every time you tap your empty head?

SAD STU ON THE BOIL

Dear YOB,
For my birthday I got a Megadrive and I think it's wicked. I've got some good games as well, such as The Revenge of Shinobi, Streets of Rage, Madden's 92 and EA Hockey. So what's the problem? Well, without a joypad, these games are very difficult. My pal came up about a month ago and spilled Cola on it. I've looked everywhere for a joypad, but can't find one. Please, please could you send me one seeing as you're so cool.
STUART HAMMOND,
Norton, W Sussex.





YOB: Oh dear, oh dear. What a stupid little Stuart you are. So your mate spilled his Coke on your joypad, eh? Why didn't you accidentally throw your fist into his gob, unintentionally smack him round the head and completely by accident knock six bells out of him until he coughed up for a new one? That's quite mistakenly what I'll do the next time you write a chin-spinner like this and try to blag a second joypad out of me...

SLIME RYMES

Dear YOB,
The boy stood on the burning deck,
His feet were full of blisters,
The flames came up and burnt his pants,
And now he wears his sister's.
BEN "Culture Machine" THOMAS,
Aberystwyth, Wales.
YOB:
Sad Ben stood on the burning deck,
Eating crispy crackers,
Yob crept up behind the lad,
And kicked him in the knackers.



I'M JUST A MUMMY'S GIRL!



Dear YOB,
Give me a hundred quid or I'll set my evil, gross, well built, cruel, hungry mother on you, or would you prefer Kylie Minogue singing "Give me just a little more time". Um, that's what I thought...
Laura Salmon,
Fareham, Hants.
YOB: Just what I always thought: girls really are as thick as mince. You've must have a brain the size of a stickleback if you think I'm going to be scared by anything a wimpy girlie's got to say, especially when she lives in Fareham and buys crap Kylie records instead of computer games...



I'VE GOT A QUESTION

Dear YOB,
Just a couple of questions to keep your brain in order. I would be grateful if you answered. 1. Will Kick Off come out on the Lynx? 2. I have seen John Madden for the Amiga in the magazines, but when will it be in the shops? 3. When will Microprose Grand Prix be out on the PC? 4. When will NFL footie be out on the Lynx?
Gavin Thomas,
Oakham, Leics
YOB: 1. Anything's possible, but nothing definite as yet. 2. It should be out now. 3. Very soon. 4. Right now.

PITIFUL POVERTY

Dear YOB,
Ever since I bought a brand new Amiga 500 Plus I have been borrowing games from my mates with older Amigas. The problem is that none of these seem to work on my Amiga. What can I do to remedy this?
Mohsin Choudhry,
Sheffield
YOB: In their infinite wisdom, Commodore brought out a machine which was incompatible with certain games. They say these game are the ones that "break the rules" which, incidentally, just happen to be the best games as well. The sad fact is you're up the creek without a paddle.

MY STUPID PAL

Dear YOB,
I have got a Mega CD and a Jap Megadrive, but my pal who has an official Megadrive cannot get it to work properly. Why is this?
Annie Lennox,
Eurythmics.
YOB: The fact is that Jap and official UK machines run at different speeds, which is why your mates combination won't work. He'll just have to wait until the official release later this year. Until then, just give him a sad Phil Collins CD and tell him it's Heavy Nova. He won't know the difference...

MORE BIG RELATED BANTER NEXT MONTH



DIRTY SHIRTIES...

Dear YOB,
Why don't you print up some YOB T-Shirts, cos I think they'd be really smart. Also, could I have a hundred quid?
Stuart Turnbull,
Hampshire
YOB: What's the point of getting Yob T-shirts mad up when I've got hundreds of old ones I don't use any more? Trouble is, some bloke from the government came round wearing a gas mask on and said he had to take them all away for special examination because they hummed worse than a boatload of Buddhists...

I'M A LITTLE FIBBER

Dear YOB,
You lying get!
Alex Pollard,
Brighton, Sussex
YOB:
YOU lying get!

GO FOR A JIMMY

Dear YOB,
Well, well. What can I say apart from I've never heard so much bull from some one in my entire life. You sound as if you've had your head stuck up your bum since you were born and as for being witty, the only thing you can outwit is your own Y-Fronts. Mind you, I am a **CVG** reader and so you must like me (and give me a hundred quid).
Jimmy Palahey,
Nowheresville, Arizona.
YOB: The fact that I can't outwit my Y-Fronts is nothing to be ashamed of they're so filthy they've developed intelligent life, which is more than can be said of you. You may be a CVG reader, but I don't like anyone who just tries to blag a hundred notes without even bothering to ask a games question.

NEW SKIDS ON THE BLOCK

Dear YOB,
You are intelligent and honest, so why don't you run for President this year? Thing is, someone told me there's a device for the Game Gear called the Grand Gear. This American contraption allows you to run Game Gear games on a telly. Will this ever come to England?
Adrian Snell,
Bournemouth, Dorset
YOB: Whoever told you that was obviously a sad and lonely weirdo, because there's no such thing. Think about it, you could buy a Master System for about sixty quid and play almost all the same games. Write again soon when you've grown a brain.

RACE DRIVIN'









RACE DRIVIN'

AMIGA BY DOMARK £25.99

It's big, it's red and it's admired by just about everyone. No it isn't the Labour Party, it's a Ferrari Testarossa and you get to drive it in Race Drivin'. This sequel to the original Atari coin-op has been doing the rounds in the arcades for quite a while now. This conversion from Domark has turned up in the nick of time and features quite a few improvements over the first arcade game as well as the home conversions. The game sees you in command of an assortment of vehicles - and the car you drive depends on which of three tracks you choose - all are different, requiring specific skills and talents to complete a lap. The cars perform differently too: some are built for comfort, others for speed. Whichever style you opt for, put your foot down and prepare to race!



The first Hard Drivin' game was more of a novelty than anything else and as an arcade conversion it ranked very highly. This sequel is very similar, and to its credit there's a lot more variety. The main problem with all versions of Hard Drivin' is the lack of a decent control method. You simply can't hope to recreate the arcade machine's steering wheel and three pedals on a mouse or joystick. The clutch system is a bit disappointing too - you simply brake and then change gear. The tracks are fun though and the choice of cars makes things that bit more interesting. One major plus point in Race Drivin' is the two player option. The chance to link two machines for head-to-head racing is excellent, and it's a bit sad that next to no-one will get to play it! Unfortunately, for one player things can get very tedious very quickly. The graphics aren't too bad, but I've seen better vector routines, and sound is very basic apart from the brilliant guitar riff on the intro screen. An ambitious game which is well presented and well designed but ultimately disappointing.

FRANK O'CONNOR

AMIGA	%
GRAPHICS	81
SOUNDS	80
PLAYABILITY	70
LASTABILITY	80
OVERALL	75

HEAD TO HEAD ANTICS

If you're dead clever and have oodles of cash you can get hold of a thing called a Null Modem, which allows you to link two machines and race head to head - provided you've both got machines and a copy of the game. You can race in any car and on any track you please and the only drawback is that the modem itself is a tad expensive. Still, if you've got more money than sense you'll have a ball.

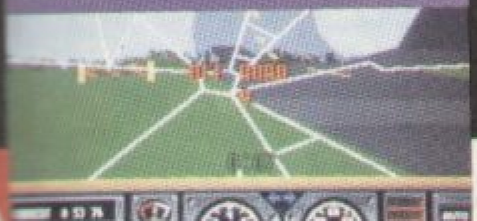
THREE CAR PILE-UP

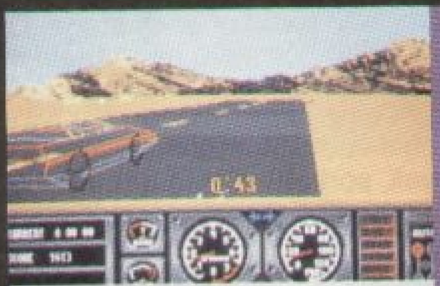
As in the arcade game, the Amiga version of Race Drivin' gives you a choice of three cars. These come in both automatic and manual gearshift combinations, so there are really six to choose from. The cars all perform differently and experienced players will try to complete all the tracks with all the cars. They are:

The Speedster: built for sheer top speed and acceleration, but handling suffers as a result.

The Roadster: a real toughie, with brilliant handling and cornering, almost certainly the best choice for stunt tracks.

The Sportster: a good all rounder. You won't go far wrong on any track with this baby.







FREAKY PHANTOM FUN

In Race Drivin' your big opponent is time. Unless you're really good, of course, in which case you can take on the Phantom Photon. This bloke's a bit good, and just keeps getting better and better. In fact, if you beat him in a race he ghosts your better effort in the next round so you have to keep getting better and better! Racing against yourself is a bit weird, but great fun!

THE TRACKS OF MY TEARS

There are four tracks in Race Drivin', including the original two from the first game. The extra two are as follows:

Super Stunt: a massive and complex course, featuring a mountain climb, a corkscrew and the extremely perilous broken loop.

Autocross: a course for real hard drivers and a test of speed and cornering prowess. This track separates the men from the boys.

The original two tracks from the arcade are a **Speed Track** and a rather groovy **Stunt Track**, not quite as tricky as the new ones but fun all the same.

REVIEW

PC ENGINE £35

BY KONAMI

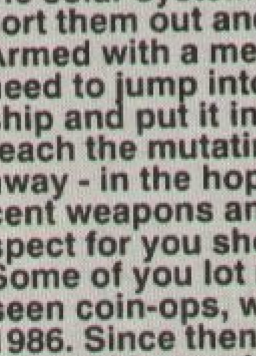




It's time to blast some more alien scum out of the universe. They're terrorising poor little planets all over the solar system, and it's your job to sort them out and kick some ass. Armed with a mere machine gun you need to jump into your mega space ship and put it into hyper drive to reach the mutating scumoids far, far away - in the hope of finding some decent weapons and earning some respect for you shooting abilities. Some of you lot may have already seen coin-ops, which was released in 1986. Since then it's been converted quite a bit, earning an all-round reputation as a cool blast. Now the game has emerged on the PC Engine, and it's one of the strongest of the lot! Get to it and blow some space blobs away!



SALAMANDER



I just don't believe it! The PC Engine has flippin well done it again, with another arcade perfect conversion to add to its massive catalogue! Basically this is virtually the coin-op machine squeezes into a little box, and all the features we've come to expect are there. Super smooth scrolling is the first thing you notice, then it's the gorgeous graphics faithfully reproduced from the arcade daddy. Gameplay has got to be where the game scores highest, though - it can be one tough mutha of a beastie and some of the end of level baddies remain awesome after all this time! I must have pumped a fortune into Nemesis in the arcades, and a small mint into Salamander. Now I don't have to spend a penny (oo-er!) because Salamander on the engine is just the tops! Buy it and discover a total arcade experience in the comfort of your own home! Is there anybody still out there who doesn't realise what an incredible machine the PC Engine is - and it only costs about eighty quid! Qujite simply this is another Engine classic and another must-have!

TIM BOONE

PICK 'EM UP PAL

The follow-up to the excellent Nemesis, Salamander is packed full of fab power-ups. Initially you're equipped with a pathetic machine gun, which can easily be powered up by shooting an entire attack wave of aliens, revealing an extra weapon. Take your pick:

SPEED UPS - Feeling a bit sluggish? Is life just getting you down? Pick up a few of these little darlin's for super speed thrills 'n' spills!

LASERS - red hot wonders which blow away anything in their path;

HOMING MISSILES - alien scumbags have been seen to turn green and poop themselves when one of these little babies gets on their tail;

GUARDIANS A GO-GO

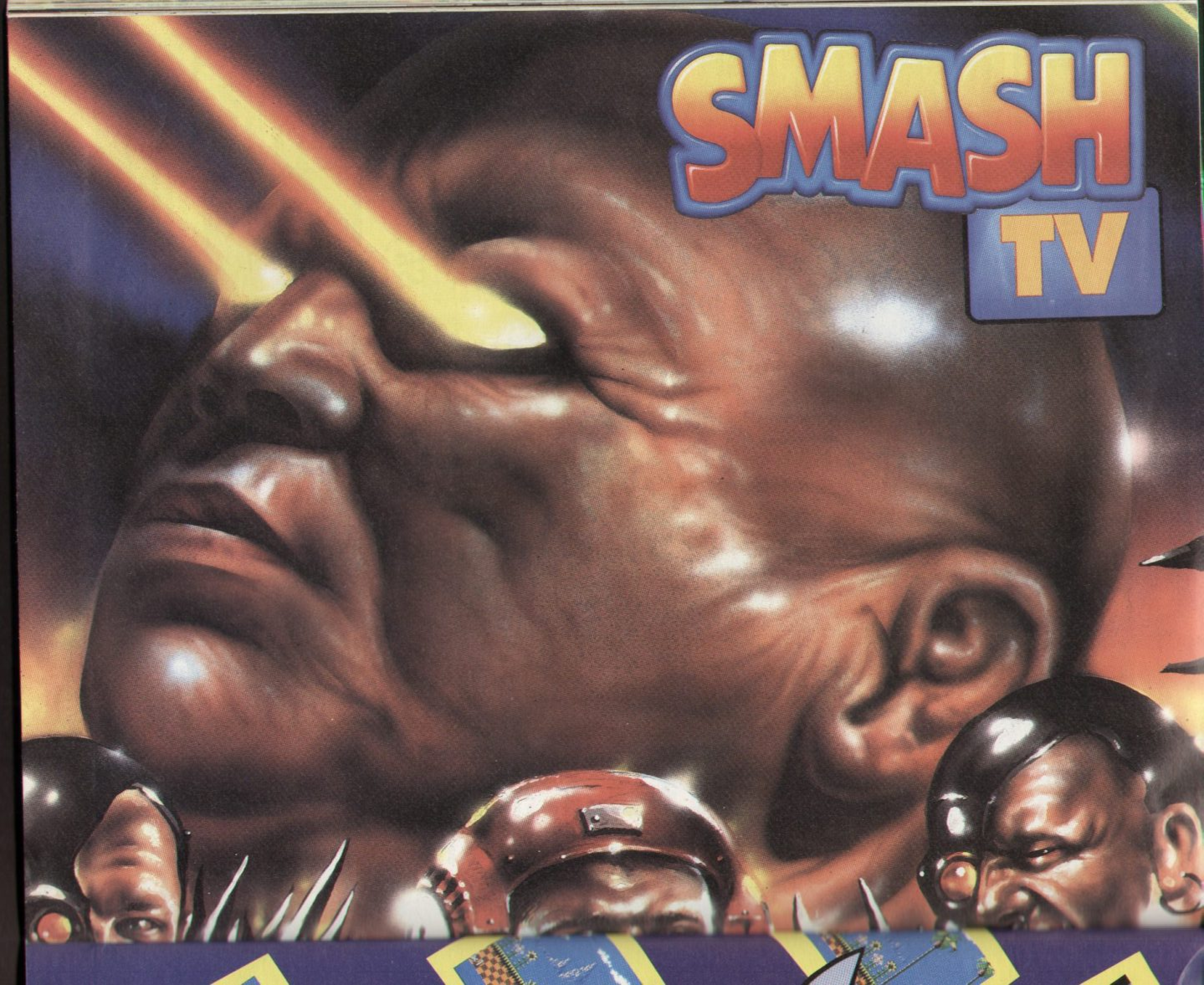
In true shoot 'em up style, there are numerous massive guardians at the end of each stage. On the first stage you have to pit your wits against a huge brain that's equipped with two pincer shooting arms. Once you've defeated this meanie it's onto the meteorite storm. Make your way through the meteorites and you'll end up in the company of a vicious twirling electrical fan (well, sort of!). Circle around this, trying to shoot the centre which will eventually result in its death.

The best way to defeat all guardians is by powering up your ship to the maximum before you confront the big meanie, if you're only equipped with a puny gun you'll be there forever - and you'll probably die of boredom before he finishes you off!






PC ENGINE	
GRAPHICS	91
SOUNDS	92
PLAYABILITY	92
LASTABILITY	91
OVERALL	92


SMASH TV



He's small, he's spiky, he's blue and cor blimry he's brill! He's Sonic The Hedgehog and he's taking over the world! It seems like the whole planet's gone Sonic bonkers over Sega's spiky blue superhero. He's on Megadrive, Master System and Game Gear and soon you'll be able to buy Sonic hand-held LCD games for more hedgehog-related laffs! So what does the galaxy's greatest games mag do about it? Simple. By popular request we print the first complete guide to Sonic - with eveything you need to know about the game and some brand new piccies of the lad himself. Is this the business or what?

THE SUPER SONIC STORY

For sad shufflers who don't already know, Sonic's a hedgehog with a mission. Whichever machine he's on, Sonic's task is the same: to free his furry friends from the diabolical clutches of the evil Dr Robotnik. This seriously bad lad has captured all of Sonic's pals and encased them in biomechanoid armour - programmed to terrorise the world! To free his pals, Sonic has to race through a series of zones each consisting of huge scrolling areas packed with hazards and puzzles and all sorts of other things very bad for hedgehogs. But fear not because our hero can fight back in a number of ways - he can jump on his foes or curl into a ball and leap onto any enemy, skewering them on his spines! By collecting the magic rings which lie scattered around, Sonic is further protected - contact with an enemy is neutralised by the rings, but all the rings in Sonic's possession are dropped. Any rings remaining at the end of the level are exchanged for bonus points - and if Sonic collects a certain number he'll be transported to the bonus level!

At the end of each zone, our sky-blue spiky-top is confronted by the doctor himself, armed with various weapons and intent on turning Sonic into hedgehog pie. Are you a hard enough hedgehog to survive?

BONUS HEDGE-HOG LAFFS!

Whichever version he's playing in, if Sonic manages to collect enough rings before reaching the end of an area he's whisked off to a seriously strange bonus round. On the Meagdrive it's a amazing rotating maze filled with rings and emeralds, while the Master System and Game Gear versions put our hero in an incredible bouncing room full of goodies! Both of them are a sight to behold as the lad swirls and bounces all over the place - and lots of people reckon the Master System bonus round is better than its Megadrive counterpart!

THE SONIC GAME GUIDE

Here it is - the most difinitive list yet published of all the tips, cheats and hints to help you get the most from the game. Note that there have been quite a few versions of the game on Megadrive, and therefore you might find that some of the cheats don't work with your copy. Oh well, that's the way the cookie crumbles...

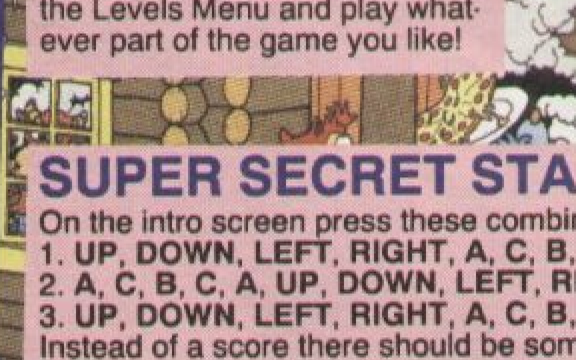
First up, the Level Select cheat that everybody should know. On the intro screen press **UP**, **DOWN**, **LEFT** and **RIGHT**. A tinkle will tell you you're on the right lines. Then press **A**, **B**, **C** and **START** together to access the Levels Menu and play whatever part of the game you like!

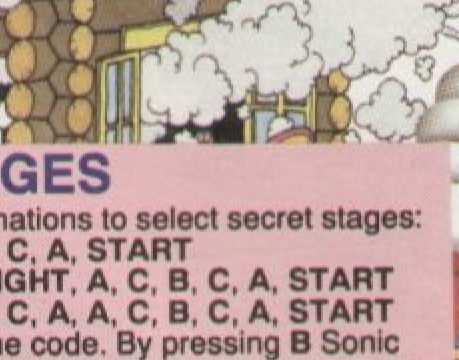
SUPER SECRET STAGES

On the intro screen press these combinations to select secret stages:

1. **UP, DOWN, LEFT, RIGHT, A, C, B, C, A, START**
2. **A, C, B, C, A, UP, DOWN, LEFT, RIGHT, A, C, B, C, A, START**
3. **UP, DOWN, LEFT, RIGHT, A, C, B, C, A, A, C, B, C, A, START**

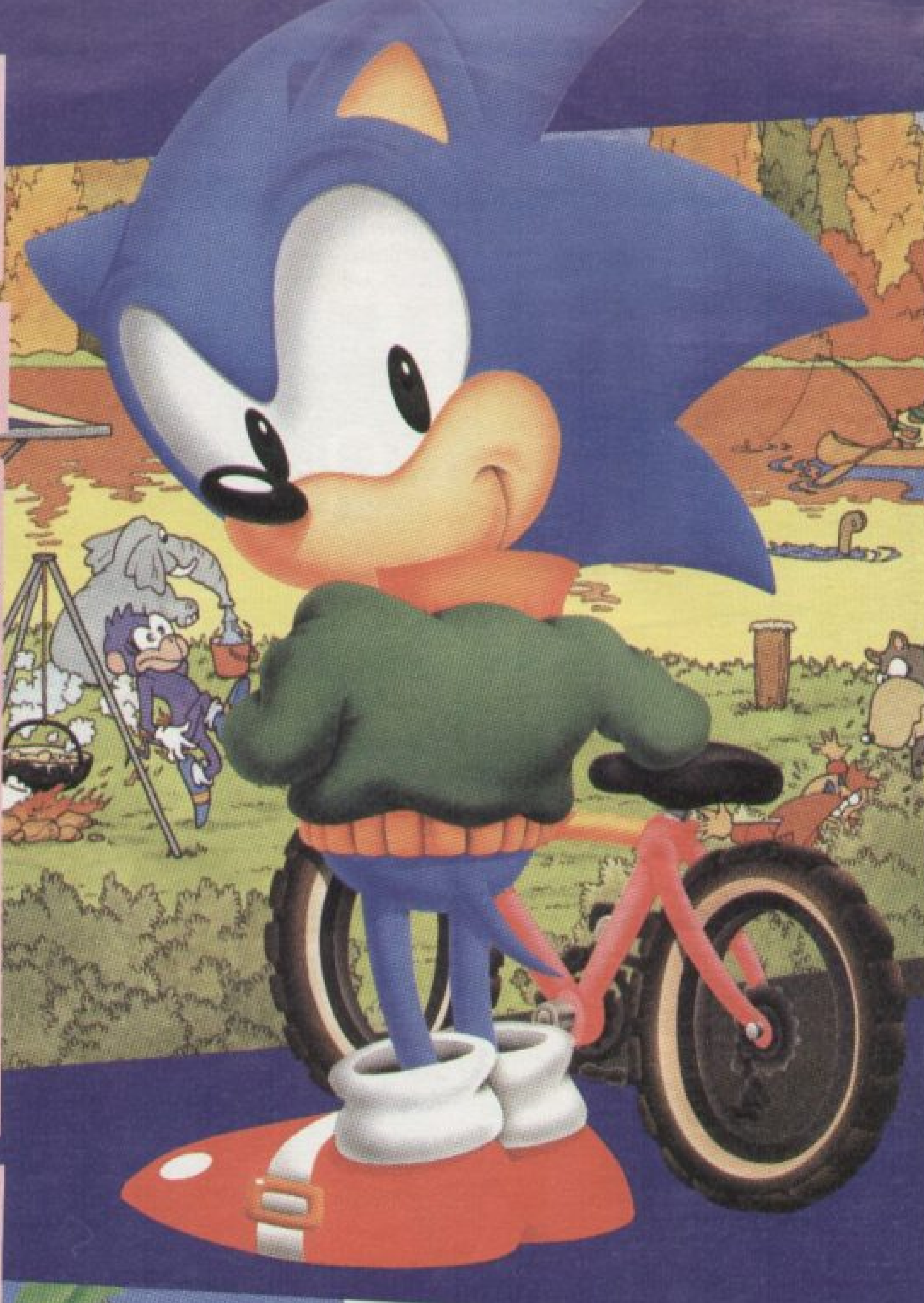
Instead of a score there should be some code. By pressing **B** Sonic should change into a ring, press **B** to make him turn into another sprite and press **C** to make your chosen sprite permanent, giving you infinite lives! While cheat mode is on press pause, press **B** to see action in slow motion and **C** to get frame by frame animation, but be careful because it can crash. If you reset the game try getting it again by pressing **A** and **START** and holding them down for a few seconds. Select Green Hill Zone act 1, which will bring up a different screen every time.





JOLLY JEWEL JAPERY

Access the stage select screen (**UP, DOWN, LEFT, RIGHT** and **A, B, C** and **START** together). Now, select the special stage and collect the jewel. When the words **CHAOS EMERALDS** appear, press **RESET** and enter the special stage again. Collect the jewel and reset when the words appear. Do this six times in all and start the game - you will find that you possess all six jewels needed to complete the game!



BEATING THE BAD BOY!

Here's a level-by-level guide to beating the evil Doctor Robotnik. It's crucial info and could help you complete the Megadrive version without cheating!

GREEN HILL ZONE: As Sonic runs past the lampost he will arrive at a screen on which are two floating ledges. Jump onto the right one first and wait for Dr Robotik to appear. As he comes toward Sonic, jump up and butt him three or four times. Robotnik will then release a huge ball and chain which will start to swing to the right. Jump over the ball and Sonic will probably bash the doctor's craft again. Then jump onto the left hand ledge and, when the ball starts to come Sonic's way, leap over it, hitting the craft. Keep doing this until Robotnik is defeated.





MARBLE ZONE: There are two rock mounds on the end screen - jump onto the right one and wait for Robotnik to appear. Bang him as he comes from the right. He will fly to the left and release a firebomb. Wait for him to return to the right and then bash him again and jump over to the left ledge as the final fire spark falls off the mound and into the lava. He then releases another firebomb on the right ledge before flying over to the left, at which point bang him again. Continue to do this to despatch him easily.

SPRING YARD ZONE: As he crosses the moving steps, Sonic will encounter Dr Robnotik. This time, a large spike protrudes from the base of his flying machine. Move to the left of the screen - the Doc will follow and try to impale Sonic on the spike. Move a little to the right, so as not to get pierced, and jump up to bash him a couple of times. Try to keep to the edges of the screen and lure him into destroying the blocks at the side. Using this method, Sonic will destroy the craft and progress to the next zone.



LABYRINTH ZONE: Once Sonic reaches Robotnik, bash him and follow him up the rocky ledges. Try to be quick in following otherwise the water will catch up (and it's a well-known fact that hedgehogs HATE water!). Also, be careful of the spikes, traps and fire-breathing heads on the wall, as if Sonic is hit he will fall a long way down! Robotnik cannot be destroyed on this level, but if he is kept up with he will go away after a while.

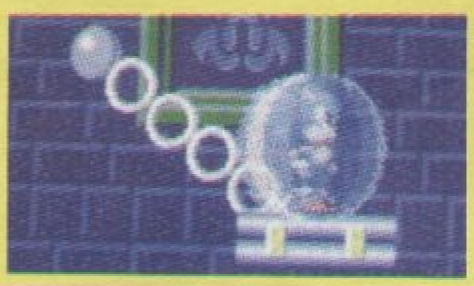




STARLIGHT ZONE: As Sonic comes to the end of this zone he will come face-to-face with three pinball bumpers, such as those found throughout the game. Wait for Dr Robotnik to arrive and start dropping spiked balls from his ship. When he drops one quickly jump to the other side of the bumper, so that it rebounds back and hits him. Ensure Sonic doesn't get hit by any of the balls, and remember that when a ball is left alone it explodes. Keep on knocking the balls back onto the Doctor to complete this zone with ease!



THE FINAL ZONE: Robotnik appears from metal and glass tubes protruding from the floor and ceiling. Sonic must bang eight times the tube in which he appears. Watch out for two tubes popping up together, as he will be crushed. Once Sonic hits or misses a tube, a set of electric balls attempt to fry the blue megastar. They start at the top of the screen and slowly descend. Find the widest gap between the balls and, when they fall, jump upwards so as not to hit them. Keep doing this to complete the game and see Sonic rush to join his pals!

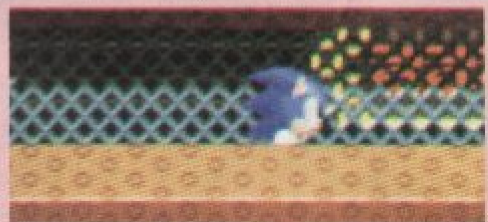




HOGGING THE LIMELIGHT!

With a superstar like Sonic tucked safely under their belts, Sega are planning big things with the little blue hero. He's already made a guest appearance in the arcade game **Rad Mobile**, and there are plans for more in the future, but everyone's waiting for **Sonic 2**. The sequel will definitely be available in December on Megadrive (other versions to follow) just in time to gran Christmas Number One.



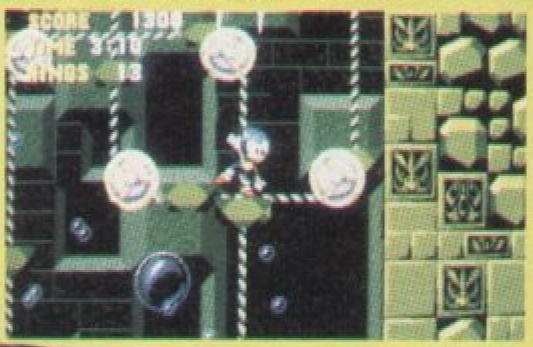


The exact format the game will take is still a closely guarded secret, but we understand that the basic style of the game will remain unchanged. There are also heavy rumours of a **Mega CD** version of the game, which will be absolutely enormous and feature some role-playing elements to keep people at it for months. Many people complained that the original Sonic was a little too easy, and you can bet your bottom dollar that Sega have listened to the criticism and will make the sequel a bit of a tough nut to crack!












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CHEAT MODE



Hello! It's Easter soon (unless of course you're reading this after Easter has passed) and you'll doubtless be looking forward to those choccy eggs and getting loads of dosh off those vague relatives. No Easter fun for me, though - I'll be knocking out the next Cheat Mode for you lot. I hope you're all happy. To compensate, I'll be expecting some real tip-of-the-top tips, maps and stuff this month. Have YOU got any tips, codes or cheats for any games? You could win fame and fortune in these very pages, with the chance to star alongside yours truly in the greatest Cheat section in the world! So dig out those cheating goodies and wang 'em off to: PAUL RAND'S FABULOUS CHEAT MODE, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If your tips are smart, you'll win £150 worth of games for your machine - just like Dermot Smurfit has for his Monkey Island 2 solution. See ya next month for more of the greatest tips in the world!

AMIGA

ROBIN HOOD

Robin Hood, Robin Hood, riding through the glen. He was obviously accompanied by **Leigh Jackson** of Beverley, N Humberside, because he's got these fabby cheats to customise the game to your own liking! Press the **ALT** key and type in one of the following:

370: OUTLAW STAG HUNTING
371: OUTLAW ROBIN HOOD
372: OUTLAW MERRY MEN
441: CYCLE THROUGH SEASONS
214: MOVE TO SPRING NEAR THE WIZARD
659: MAKE MERRY MEN JOIN UP
103: MAKE MARION FALL IN LOVE WITH ROBIN
166: MAXIMUM HEROISM
167: MINIMUM HEROISM
828: LEGALISE ROBIN HOOD
666: CAUSE A CHURCH SERVICE



HEIMDALL

It's that busy little beaver Leigh Jackson again, this time with a handy hint for those of you who keep getting killed in this rather tasty RPG from Core. Go to the **SAVE** option at the start of the game and, when it tells you to insert your saved game disk, click on "**NO**" and you'll be back on the items screen with everything you had before your death!

FINAL FIGHT

Leigh Jackson is certainly quite a **CVG** Hero this month. His final tip on the Amiga is for the US Gold conversion of Capcom's cracking beat 'em up. After loading the game, a map of the city appears. Wait until the telephone conversation comes up between Haggar and the criminal. When the baddy says "Switch on your TV", quickly press **HELP** and a cheat screen will appear!



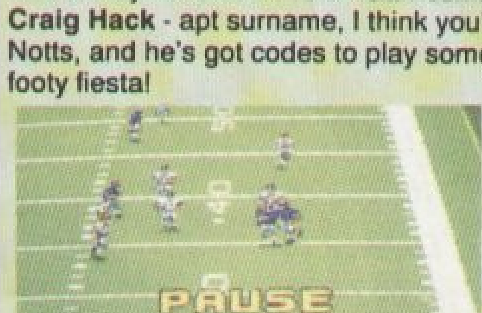
JIMMY WHITES SNOOKER

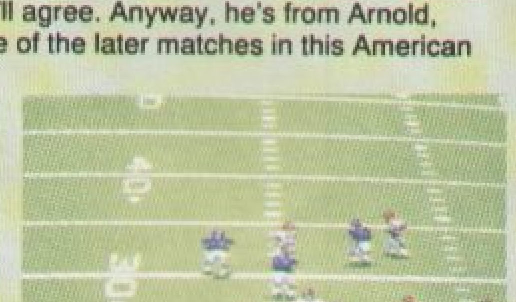
Snooker loopy, nuts are we. Just like **Adam Bowditch**, who defines his place of residence as Dorchester, Dorset and has a great tiplet for this fabby sports sim. He reckons that when you foul the computer player practically always takes his shot instead of letting you have you have yours. To overcome this, when the foul message appears on-screen hold down both mouse buttons until your shot is given!

MEGADRIVE

JOHN MADDEN'S 92

Yours truly reviewed this on GamesMaster and thought it was great. So does **Craig Hack** - apt surname, I think you'll agree. Anyway, he's from Arnold, Notts, and he's got codes to play some of the later matches in this American footy fiesta!





QUARTER-FINAL: FDG31SXJ
SEMI-FINAL: FD68L9DX
FINAL: FFZJLRZ4

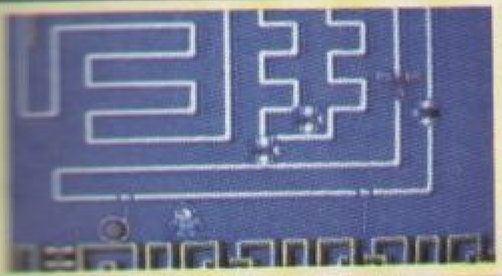
THE IMMORTAL

More Craig Hack codes, centring this time of that worthy 3D role-gamer from those folk down Electronic Arts way.

LEVEL 2: 757F610006F70
LEVEL 3: 6E1E6Z1000E10
LEVEL 4: 465FA31001EB0
LEVEL 5: F4FFD43000EB0
LEVEL 6: BCFEF51010A41
LEVEL 7: 6B10F61010A6L



NINTENDO



MEGAMAN 2

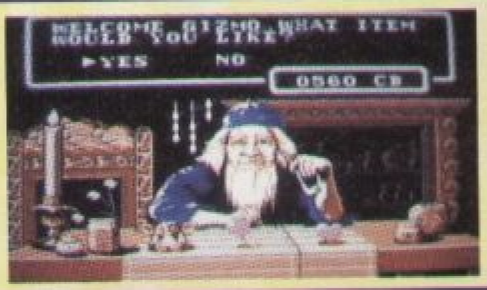
Freddie Barnett is from Herts, and what a big-hearted chappie he is - having sent in this Megaman 2 password out of the goodness of, um, heart! Way to go!

PASSWORD: A1, B2, C1, D1, D3, E3, B4, 5C, E5

GREMLINS 2

That man **Freddie Barnett** again. He's still living in Herts, but now he's got a password for the game starring those strange, Frank O'Connor-like creatures - the Gremlins!

PASSWORD TO LAST LEVEL: NXRD

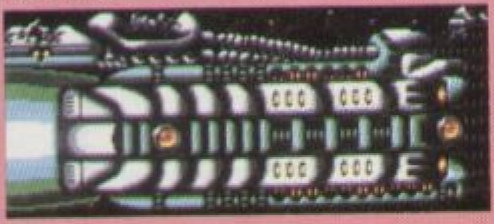


SUPER NES

THUNDER SPIRITS

Yat Lau is a Nottingham resident. Not surprising, really - after all, it has been said that Nottingham folk are the business when it comes to finding tips for rock-hard shoot 'em ups. Look - here's one now!



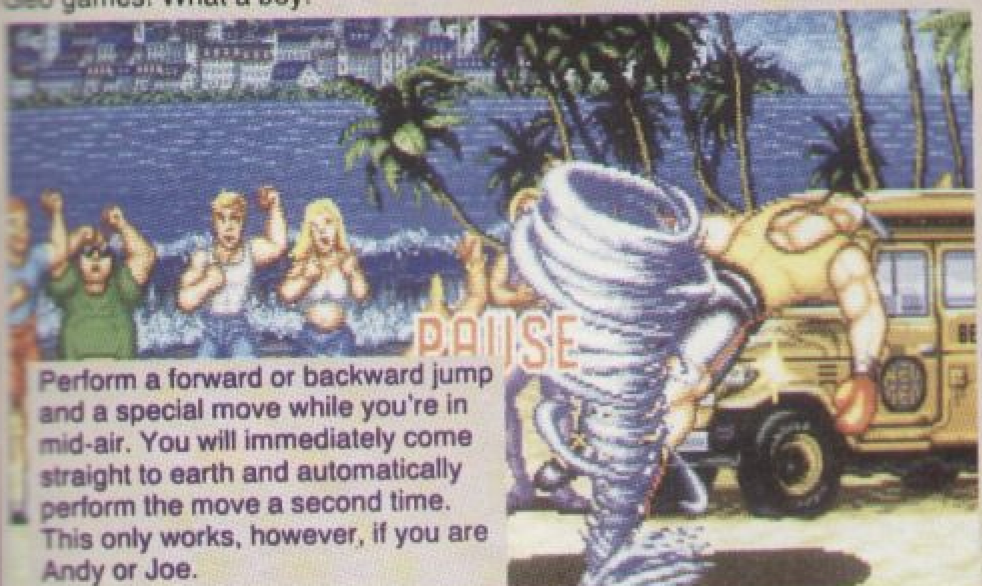


Press **START** and **SELECT** on the title screen to access the options menu, with both joypads plugged in. After clocking the game, a new set of options will appear with new selections to choose from.

NEO GEO

FATAL FURY

That **Yat Lau** bloke (you remember - comes from Nottingham, smart Thunder Spirits cheat) also whiles away his time trying to come up with tips for his Neo Geo games! What a boy!



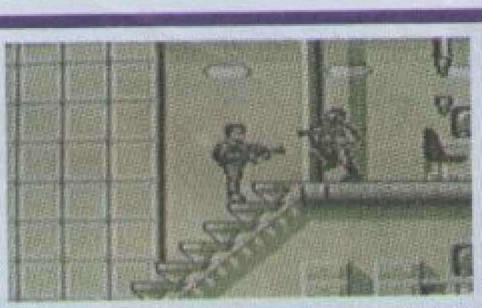
Perform a forward or backward jump and a special move while you're in mid-air. You will immediately come straight to earth and automatically perform the move a second time. This only works, however, if you are Andy or Joe.

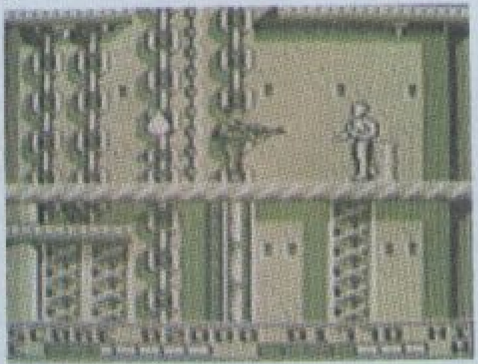
GAME BOY

TERMINATOR 2

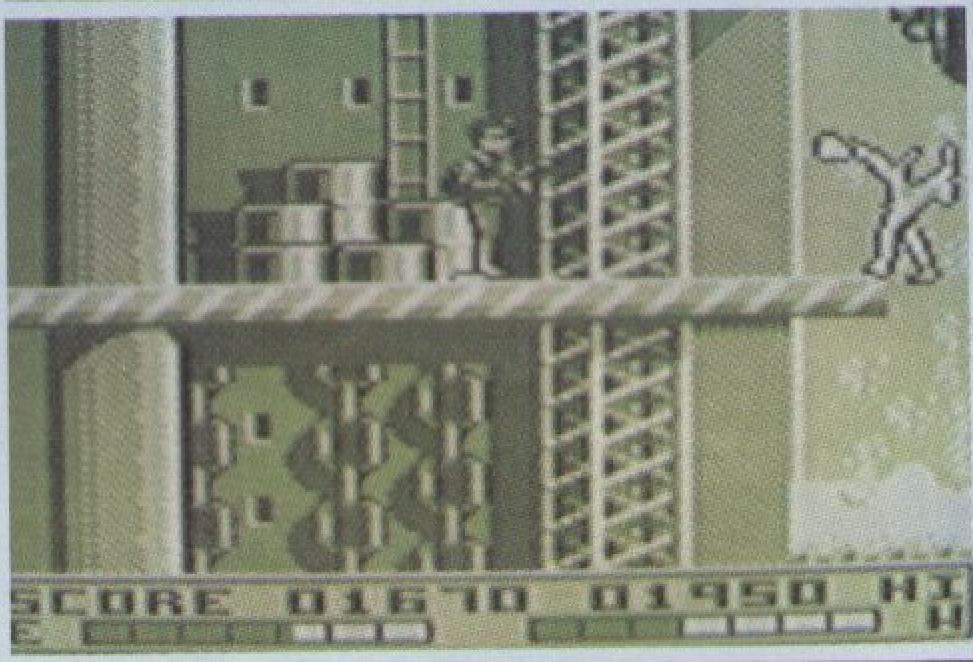
This brilliant cart received a staggering 92% when it featured in ***GO!*** a few issues back. And **Dean Howarth** from Oldham has found this cheat. Good, eh?

Hold down **SELECT** to slow the game on the reprogramming levels.









NEMESIS

Take to the skies and blast some alien scum with **Peter Ormrod**, who's got a tip for this excellent coin-op convert and isn't afraid to share it with you, the fine and lovely Cheat Mode throng.

During the game, press **UP**, **DOWN**, **LEFT**, **RIGHT**, **LEFT**, **RIGHT**, **B**, **A**, **B**, **A** to get full weapons.

WHO FRAMED ROGER RABBIT?

Not me, that's for sure. But I think the chap from Rainham, Kent who sent in these pass codes did - he's withheld his name to hide his identity. What a scoundrel.

SCENE 2: DLT3QYBY **SCENE 4: MMCFGWXJ** **SCENE 6: RTJBWN43**
SCENE 3: GPLDMSRC **SCENE 5: BGQTVKJP**

SUPER MARIOLAND

Robbie Beaumont from Broadway, Worcs, is such a fan of our Mazza that, as we speak, he's growing a large moustache and pulling on his dungarees. And good for him, that's what I say. Anyway, on with the cheat.

After killing Tatanga, hold down **A** and **B** together to warp to a new world with new monsters!

GAME GEAR

DRAGON CRYSTAL

Shane Drury is an Australian person. But I'm sure we won't hold that against him. Or will we? As soon as you switch on the machine, hit **START** many times until the game starts. You should now find yourself in a large room full of weapons, food etc. If not, try again but quicker this time. Also, if you hold down **START** in the game you move twice as fast!

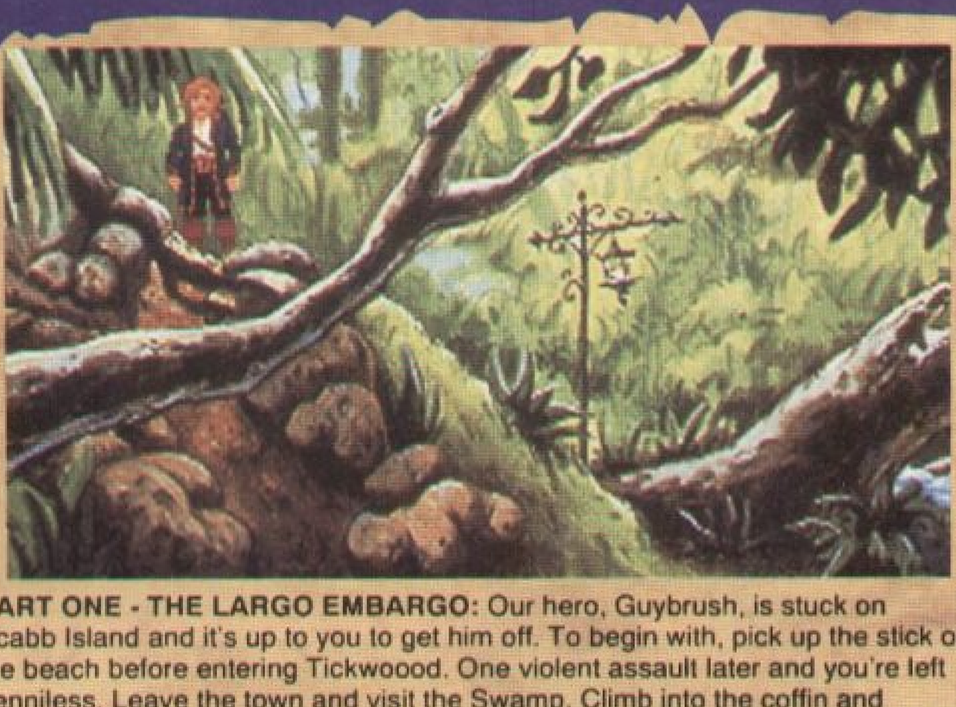
WONDERBOY

Jamie Bishop is from Romford, Essex. He's also sent this cheat which I can't try out 'cos some git has swiped my Game Gear. Rotate the joypad anti-clockwise and press **START** continually after switching on the machine to access level select.

SECRET OF MONKEY ISLAND II LECHUCK'S REVENGE

AMAZING! Loads of you have sent in solutions to this amazing Lucasfilm adventure - but the most detailed of the lot comes from Dermot Smurfit of Windlesham, Surrey. His complete guide is so, um, complete that he's won himself £150 worth of games and we're printing the solution across the next few issues! Remember this solution will probably hold good for conversions of the game to other machines, so keep it safe! Are we good to you or what?





PART ONE - THE LARGO EMBARGO: Our hero, Guybrush, is stuck on Scabb Island and it's up to you to get him off. To begin with, pick up the stick on the beach before entering Tickwoood. One violent assault later and you're left penniless. Leave the town and visit the Swamp. Climb into the coffin and paddle over to the Voodoo Lady's skull shack. Once inside, grab the string from the skulls to the left and walk right to get briefed by the Voodoo Lady on how to do away with Largo. You've got to get a few ingredients for a voodoo doll of Largo - some hair, some body fluid, some clothes belonging to Largo and a piece of dead flesh from a member of his family! Once you have been given the shopping list, slink back over to Tickwood and give the sign a rattle to get the shovel. Pay Wally the Cartographer a visit and wait until he puts his monocle down, then pinch it. Grab a piece of paper before exiting, but don't dawdle as Wally's pathetic simperings will soon turn you to a blubbering mass in front of your computer!

Now toddle off to the Bloody Lip Bar, but enter via the windows at the back of the ship. You'll now be in the kitchen. Grab a knife from the table and scarper through the window. Move one ship along to the hotel and cut the rope holding the lizard with the knife. Once the receptionist has chased after it, you can enter Largo's room and take his wig. One ingredient down, three to go. Don't hang around as Largo will soon make an appearance if you do. Leave the ship, grabbing a handful of Cheese Squigglies from the bowl as you go, and head for the Laundry ship right at the back of the town. There'll be a rat scurrying around here. Put the Cheese Squigglies in the box and tie the string to the stick you found on the beach. Use this to prop open the box. Pull the string when the rat is munching on the Squigglies to trap it. Open it again and you'll be able to pick up the rat and put it in your pocket. Before you leave, remember to take the bucket hanging from the beam on the left (when questioned by the pirates, just ask them whether it's theirs and they'll let you take it).

Pay another visit to the Bloody Lip Bar, entering via the conventional entrance this time around. Hang around until Largo embraces you with his putrid presence. Before he leaves he'll spit on the wall. When he's left use the paper to scrape some of the phlegm off the wall. Now you've got two ingredients! Now leave town and go to the cemetery. Walk to the hill in the background and find the grave of one of Largo's relatives. Start digging with the shovel and, one dramatic (and revealing!) moment later, you'll have the third ingredient in your possession - a fleshy bone. Carry on back to the swamp and fill your bucket with mud before returning to Tickwood. Go back to Largo's room and close the door. Place the bucket 'o' mud on top of the door and quickly hide behind the screen. Largo will enter shortly, only to be slimed by the mud. After a quick stress he'll leave - follow him to the Laundry ship where he'll order you to pick up his clothes for him. Return to his room and grab the Laundry Ticket from the back of the door. Go back to the Laundry ship and give the ticket to Marty, who will give you a saucy piece of Largo's underwear in return.









That's the last ingredient, so go to the Voodoo Lady in the swamp and she'll make a voodoo doll for you and give you some pins. Pay Largo a visit in his room in Tickwood and use the pins on the voodoo doll. He'll yell a bit and leave the island, but not before getting the living beard of LeChuck from you! You'll end up back at the Voodoo Lady's shack, where you can read the book on Big Whoop which she will give to you, as well as some bad news about LeChuck and his imminent reappearance! Return to Tickwood and go to the Bloody Lip's kitchen.

Here, put the rat in the cooking pot. Now exit the kitchen and go to the bar itself. Ask the bartender for some food and he'll fire the cook. Accept the job of cook when he offers it to you and he'll give you a week's pay in advance. Escape from the kitchen via the window and go back to the bar where you'll be promptly fired. Journey to Captain Dread's boat on the Peninsula; when he refuses to sail give him Wally's monocle and he'll agree to letting you charter his boat. You'll now find yourself on the deck of the ship as it sails off to sea. Before you enter the cabin, make sure you pick up the parrot seed bag!

PART TWO - FOUR MAP PIECES: Before you look at the map you will find yourself on Dread's ship. Pick up the empty bag of Parrot Chow next to the door. Once you've done this, go back inside the ship and select Phatt Island on the map. Once there, you'll be captured by a Burly Guard and eventually wind up in the clink. To get out, have a look under the mattress in your cell. Now use the stick which you find there to get an appendage from the talkative neighbour in the cell. Use the leg bone to get the key to the cell from the dog. On your way out, pinch the two envelopes on the shelf. Open them both to get your possessions back, not to mention Mr Gorilla's, too! Saunter over to the library and open the top of the model lighthouse. Inside is a lens which you need to grab, so get it quick.



Talk to the Librarian and get a temporary library card, then get out the following three books by using the card catalogue: Book Of Hex (under RECIPES), Great Shipwrecks (under DISASTERS) and any one other book. Now go to the first alley on the wharf. When the lucky guy leaves, follow him to the next alley down. Once he's left, use the panel on the door. Now for the complicated part: keep on guessing the answer until you get one right. As soon as he tells you you're correct, save the game. If you don't get the next question right, just keep on reloading until you do. Repeat the process until you have answered three questions correctly and he'll tell you the winning number on the wheel of fortune in the first alley. Go back there and place your bet. As a prize, select the invitation to Governor Marley's Mardi Gras Party.



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REVIEW

PC ENGINE £35

BY KONAMI

Also known as Twin Bee, Bells and Whistles tells the story of a young boy and his pet helicopter and crab combination. Confused? Yup, it's a Japanese game and it's as weird as anything they've come up with before. Bells and Whistles is a vertically scrolling shoot 'em up where even the baddies are lovely! This poor young lad loses his helicopter/crab combination when it sets out to rescue a kidnapped princess from the clutches of a mighty thingy. The reason for the rather odd name of Bells and Whistles soon becomes apparent. The fact is, the skies are full of bells! Little puffy white clouds conceal these bells and when shot, drop them in your path. Collecting these as you fly up the vertically scrolling screen will endow you with strange and magical powers. You'll need 'em too, because the landscape is seething with frenzied cute things who make you squeak when they grab your beak. Kill 'em all...or die trying.





THE BELLS, THE BELLS!



The extra weapons in this game are very peculiar indeed. Clouds with little smiley faces float around the sky and if you shoot them a bell will fall out. Collecting a golden bell will endow you with a big pile of points, but blasting them is a much better idea. The bell will bounce up the screen and if you're lucky it'll change colour. Different coloured bells do different things, but most give you some kind of power up. You can get ghost ships that work like multiples, shields and various kinds of laser. There is a down side to all this though, because the bells turn black if you shoot them often enough and collecting one of these is very bad news.





Hurrah! More ridiculously funny shoot 'em ups from Konami! Those boys in Japan have been taking advantage of the sudden resurgence in popularity of the PC Engine and released spot on conversions of all their best coin-ops. This is testament to that and it's a brilliant version of the Bells and Whistles coin op. The use of humour in video games has often been a bit crap in the past, but Japanese games seldom miss the mark when it comes to belly laffs. The graphics are as with most Konami games, spectacular - brilliant colours, hilarious sprites and smooth scrolling parallax make this a visual feast. The music is silly and annoying, but the sampled screams of pain and delight are a right old laugh. The gameplay is awesome: on easy level it's a bit sad and pathetic, but crank it up to hard and you have an incredible challenge. With two players the game takes on a whole new light, with fierce competition for bonus goodies and extra weapons. To put it bluntly, only minor graphical differences separate this from the coin op. Another essential PC Engine title from the masters of the art. Go get it!

FRANK O'CONNOR



▲ *Crikey - it's those fire balls of doom!*

TWIN TWIN BEES

As with all good shoot 'em ups, Bells and Whistles has a two player mode. Both players get to fly around the screen at the same time, blasting and competing for points. Playing in two player mode effectively doubles your firepower and as a result the game gets much easier. Best of all though is the heated argument when you snatch your mate's extra weapons just as he's about to collect them. When you both have a full complement of weapons, the screen becomes a mess of bullets and laser fire. You also have a beam up option (like in **R-Type**) which unleashes a massive burst of flame!





PC ENGINE	
GRAPHICS	88
SOUNDS	86
PLAYABILITY	89
LASTABILITY	88
OVERALL	88

REVIEW

MEGADRIVE £40
BY HOT B

In a parallel Universe, technology has advanced in quite a different direction. Computers and plastic are unheard of, although machinery is more sophisticated than our own. The result is a dark world of wood and steel in which massive airships and huge biplanes dominate the skies and air pollution is thick and poisonous, the result of thoughtless mining and manufacturing. The government has only one purpose: to keep the people from rebellion. One man has risen above all this. A lone, nameless warrior sick of the evil and repression in this dark world and seeking freedom for him and his family. He has built his own aircraft and armed it to the teeth and alone must face the might of the faceless rulers of his planet. With nobody to help him, he takes to the skies in a battle to end all battles. Brace yourself, take your pilot's seat and man the guns. The war against the Steel Empire is about to begin...



Yes! Another horizontally scrolling shoot 'em up on the Megadrive! There are more than enough to choose from, with the likes of Thunderforce and Hellfire out there, but this game gives the genre a whole new slant. It's all down to the impressive and highly original graphics - the use of antiquated Sci-fi ideas works brilliantly and the detail and attention which has been paid to the backdrops and sprites is amazing - some of the end of level nasties are truly gobsmacking. Huge craft drift around the screen loosing off hundreds of bullets and cranking menacingly as they approach and the backgrounds show a ruined and polluted city in perfect detail. The use of the two aircraft gives the game more than a little variety and the urge to see the next level is intense. The sound is, to be honest, a little disappointing. It's atmospheric enough but just not very interesting. Gameplay is excellent - lots to do, lots to see and lots to shoot. The extra weapons are not too inspiring but you'll need to collect them anyway. This is the first decent Megadrive shooter for ages and it's one that blast fans can't do without!

FRANK O'CONNOR

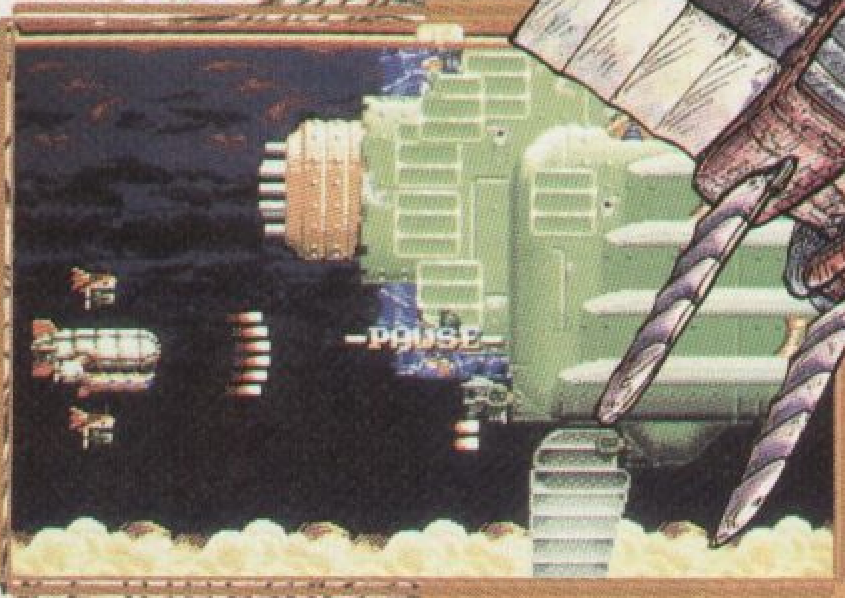
Pick those up for weapons and points!



Run for it dude!



Now this guy is big!



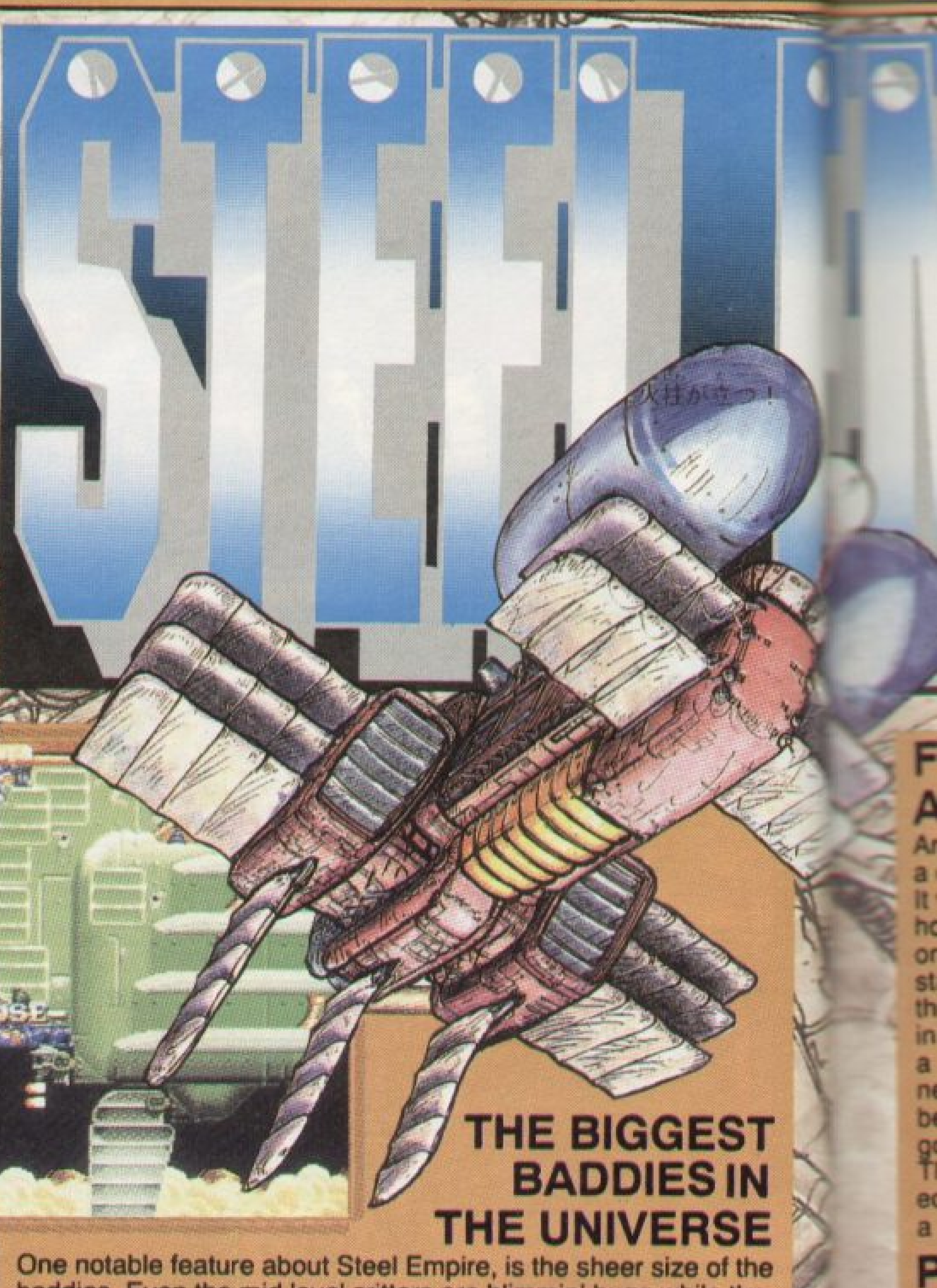
The end of a baddie!



Make them eat lead!







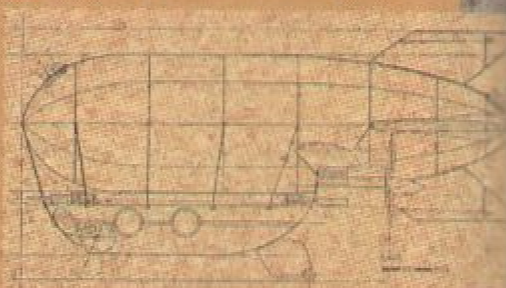
THE BIGGEST BADDIES IN THE UNIVERSE

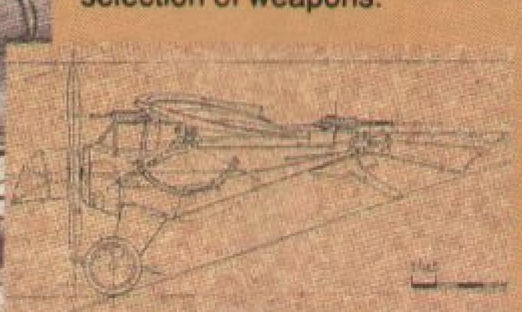
One notable feature about Steel Empire, is the sheer size of the baddies. Even the mid level critters are blimmin' huge while the end of level baddies are a sight to be seen and they'll have you filling your pants with bed-wetting horror as they approach. One level features a massive flying warship which looks more than a bit similar to the third level of **R-Type**. This particular nasty takes about a million shots to destroy as you weave in and out of its various nooks and crannies. The most horrible baddies are the ones that run on tracks, as you have to get very close to destroy them, risking life and limb in the process!

AIRSHIP OR AIRPLANE?

One of the unique features of Steel Empire is the choice of craft. You can choose to control either a large and unwieldy airship or a smart and fast biplane. Each craft has different weapons and handling abilities:

AIRSHIP - a tad sluggish, presenting a large and easy target for the enemy. To compensate for this, it powers up quickly and has quite a beefy selection of weapons.





BIPLANE - fast and sleek, but not very powerful and a ship for real flyboys. You can switch ships as you please between levels, but you'll probably find a favourite and stick to it.

REVIEW



Here's quite a novel twist on the horizontal shooter format, and a pretty darned good game to boot! Steel Empire is actually quite original as far as shoot 'em ups go, and most of that's down to the Flash Gordon Meets Jules Verne olde worlde graphics which really make this cart stand out from the crowd. Somebody has spent a lot of time getting the look of this game just right, and I have to say I've never seen anything quite like it! Gameplay is very much what you'd expect - fly along and shoot whatever you come across - but you can't really complain when the backdrop's as novel as this! The only thing that turned me off was the sound - it's an ambitious attempt to add atmosphere which doesn't really come off. That aside, Steel Empire is one of those games you'll probably love, especially if you're looking for something a bit different!

TIM BOONE

Uh oh! What's this then? ▼



Now that's a big gun! ▼



FASTER THAN AEROBLASTER

Arcade fans might remember a coin-op called **Aeroblaster**. It was a fairly run of the mill horizontal shooter, but had one nice feature that made it stand out. At certain points in the game, the scrolling tripled in speed and you shot through a series of tunnels at a breakneck pace! This feature has been borrowed and used to good effect in Steel Empire. The tunnel sequence scrolls from right to left, the opposite direction from what we're used to - it's all very disorientating but a real hoot when you get used to it!



Scary underground antics! ▲



Cannon fodder! ▲



Eh! You're in space!! ▲



▲The big blue airship of doom!



▲A flying tugboat from hell!





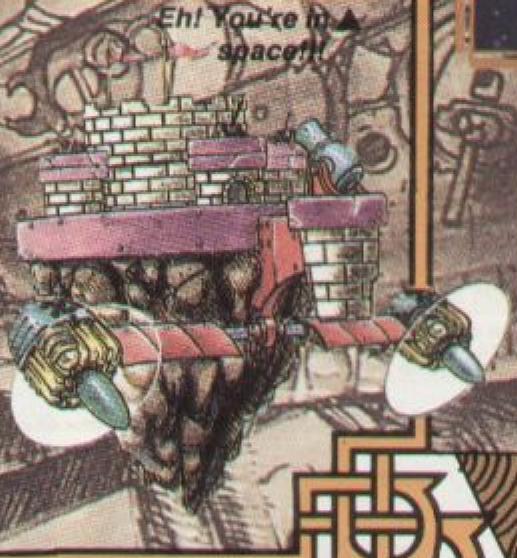
PICK IT UP!

Yes folks! A shoot 'em up with extra weapons! It's never been done before! Seriously though, to get anywhere in this game, you'll need to pick up floating icons that shot baddies sometimes drop. You start off with a machine gun and bombs, both of which can be fired either backwards or forwards. You can boost the machine gun in stages, until it finally becomes a massive wave of destructive bullets. Bombs too can be souped up, becoming more numerous, more powerful and larger in size. These are essential for destroying some end of level baddies.



WHO'S JULES VERNE?

Jules Verne was a top French author who came up with amazing science fiction concepts like 20,000 Leagues Under The Sea, Journey To The Centre Of The Earth, From Earth To The Moon and lots more besides. What all these books have in common with Steel Empire is the bizarre concept of what the future would be like. All the graphics are reminiscent of ancient illustrations that accompanied Verne's books. It gives the game a very peculiar atmosphere and it works a treat. Who says we don't teach you anything?



MEGADRIVE	%
GRAPHICS	90
SOUNDS	84
PLAYABILITY	89
LASTABILITY	90
OVERALL	90

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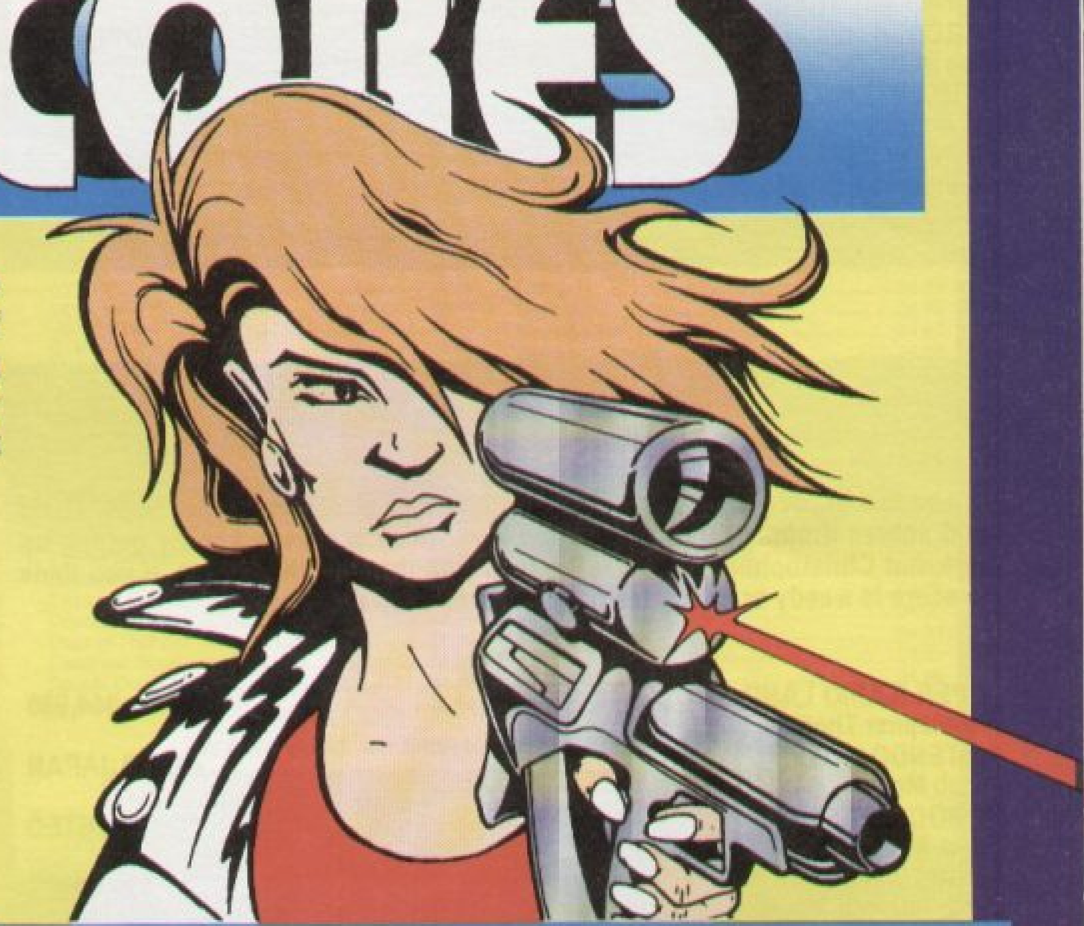
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OFFICIAL U.K.. HIGHSCORES



DEAR SMALLFRY—

Welcome to the new Official UK High Score Charts! I'm Sadie and I'll be your hostess with the mostess for this odyssey of high scoring fun. If you think you're up to the challenge of beating the scores in this chart, then get playing and send in your achievements. Hand Held, computer or console, just as long as your score is as inflated as your ego. I don't care how you do it, just do it!

SADIE

MEGADRIVE

Eddie Lau is this month's Streets of Rage champ and his ass-kicking antics have earned him a massive score. Of course I'll bet there are hundreds of players out there who reckon they can do better, so don't just sit there, send 'em in. I'd like to see some scores for Rolling Thunder 2 next month, so get playing.

ALTERED BEAST Mikail Quinlan, Staines, Middlesex	3,939,400
STREETS OF RAGE Eddie Lau, Hayes, Middlesex	826,900 COMPLETED NORMAL
GHOULS 'N GHOSTS Ian Asquith, Knottingley, W.Yorkshire	198,000 COMPLETED
FIRE SHARK Wesley McGugan, Co.Antrim, N.Ireland	2,755,110
GOLDEN AXE Allan James, Purley, Surrey	COMPLETED
SPIDER MAN Steven Butler, Stevenage, Herts.	146,985
AFTER BURNER 2 Marcus Wallbank, Stevenage, Herts	79,204,321
MIDNIGHT RESISTANCE Luke James, Kew, Australia	1,538,300
QUACK SHOT C. Marriott, Headingley, Leeds	633,000 COMPLETED

AMIGA

Robocop 3 has seen a lot of punishment this last month, but there have been far more entries from WWF players. Winner this month using the British Bulldog, is Paul Dagnall from sunny Bolton. Let's see some Hulk and Undertaker scores for next month dudes.

ROBOCOP 3 Matthew Gordon, Clent, Stourbridge	03978 CHURCH
DOUBLE DRAGON Richard K., Thornbury, Avon	121,560
WWF WRESTLEMANIA Paul Dagnall, Bolton, Lancs.	COMPLETED BRITISH BULLDOG
LOTUS TURBO Daniel Hazelwood, Totnes, Devon	205 HARD
ROBOCOD J.Anthony, Rudry, Caerphilly	9,737,050
BLOOD BROS Anders Rostrup, Vogg, Norway	565,800
SIMPSONS Prakash Sarnobat, Treorchy, Mid Glamorgan	893,217

NINTENDO

What I want to know is, what kind of a genius does it take to get such a massive score on Probotector? If you can beat it, then maybe you should drop me a line. I've always got time for video game heroes. Also, Double Dragon 2 gets the treatment from David Mackeeg who completed it with one life.

SUPER MARIO 3 Erhan Kennedy, Belvedere, Kent	1,520,740
DUCK HUNT Andrew Norman, Bridgewater, Somerset	ROUND 22
PROBOTECTOR Richard Lee, North Ascot, Berks.	1,399,970
DUCK TALES Neil Whitehouse, Park Farm Estate, Wolverhampton	COMPLETED
DOUBLE DRAGON 2 David Mackeeg, Eastleigh, Hants.	COMPLETED

SEGA

The Sonic scores have been flooding in this month as you finally get to grips with Sega's spiky haired hero. David Marshall is the dude with the best score this month though, but let's see if anyone can beat that magic million. Also, get those Line of Fire scores in!

SONIC THE HEDGEHOG David Marshall, Weston Super Mare, Avon	934,200
MICKEY MOUSE Richard Nind, Coventry, West Midlands	856,750
BUBBLE BOBBLE Kevin Stratton, Kinson, Bournemouth	8,175,400
OPERATION WOLF Leslie Anderson, Co. Armagh, N.Ireland	335,217
SUPER MONACO GP Jonathon Goodall, Chepstow, Gwent	COMPLTE 99 POINTS

PC ENGINE

There are a ton of PC Engine owners out there, but it seems like they play nothing except PC Kid. Parodius is just out and it's a real treat. It didn't take you too long to complete it though! Oh well, perhaps Konami's awesome Salamander will keep you busy!

PC KID 2 Dave Allen, Livingston, Scotland	1,155,100
GRADIUS Evander McIver, Fountainbridge, Edinburgh	COMPLETED 1 LIFE
PARODIUS Mike Scott, Bath, Avon	COMPLETED
NAMCOT BASEBALL Kip Murphy, Irvine, Scotland	18-0
VICTORY RUN Alan Cornell, Stratford, Essex	FINISHED NO CONTINUES

ARCADE

Gunnar still holds the top score on Streetfighter 2. Streetfighter 92 is in the arcades right now and it's got a lot more to it than the first game. Let's see how you fare as you pit Ryu against Ryu, or Bison against Chun Li!

STREETFIGHTER 2 Runar Gunnarsson, Reykjavik, Iceland	COMPLETED WITH ALL FIGHTERS
SMASH TV Lee Osborne, Bury St.Edmonds, Suffolk	359,490
STARBLADE Frank Hughes, Birkenhead, Merseyside	COMPLTED ONE CREDIT
RAINBOW ISLANDS Dr. Phil Garfit, Camborne, Cornwall	20,083,650
TURTLES Robert Winters, Marston Green, Birmingham	COMPLETE

GAMEBOY

It's a bit of a Super Mario special this month with an absolute flood of Super Mario Land scores dropping through our mailbox.Those scores are really getting up there, but Christopher Thomas is the man with the best this month. If you think his score is weedy or otherwise pathetic, then drop us a line.

SUPER MARIO LAND Christopher Thomas, London	344,960
NINTENDO GOLF Jacob McClure, Torquay, Devon	-20 ON JAPAN
ROBOCOP 2 Adam Simmonds, Ashford, Kent	COMPLETED
TETRIS David Lindsay, Kincardinshire	123 LINES
NAVY SEALS Sean Miller, Gateshead, Tyne and Wear	22,600

SUPER FAMICOM

Joe and Mac I asked for and Joe and Mac I got! A bundle of caveman related scores this month, the top the bunch though, was Sam Rkaina from Horndean is the best of the bunch. What a guy! He managed to complete it with one life and no continues. Prospective Fammy heroes apply here!

JOE AND MAC Sam Rkaina, Horndean, Hants.	114,900
JERRY BOY Gareth Trotter, Edgeware, Middx.	190,990
GEOMAN WARRIOR Sam Rkaina, Horndean, Hants.	COMPLETED
AREA 88 Roger Scott, Brighton, E.Sussex	612,800
SUPER FORMATION SOCCER Michael Greenow, Solihull, West Midlands	9-1 VS BELGIUM

Ok guys, this is it, your chance to be up there with the best of the best. There's no room for excuses and absolutely no room for wimps. If you think you're up to it, get your joystick out and show me what you're made of and beat this month's scores. Fill out the form below and address it to SCORE WITH SADIE at the usual address. If your score is good enough, it'll be printed in the Official UK High Score Chart and you'll be admired and loved by thousands of gamers all over the land. If it's especially outstanding, you might even be called up to challenge the CVG boys at the game of their choice. Not only do you beat the boys at their own game, but you'll walk away with a rather stonky prize!

DEAR SADIE, I THINK I'M BETTER THAN THOSE SAD CVG DRONGOS ANYDAY, SO HERE ARE MY AWESOME HIGHSCORES.:

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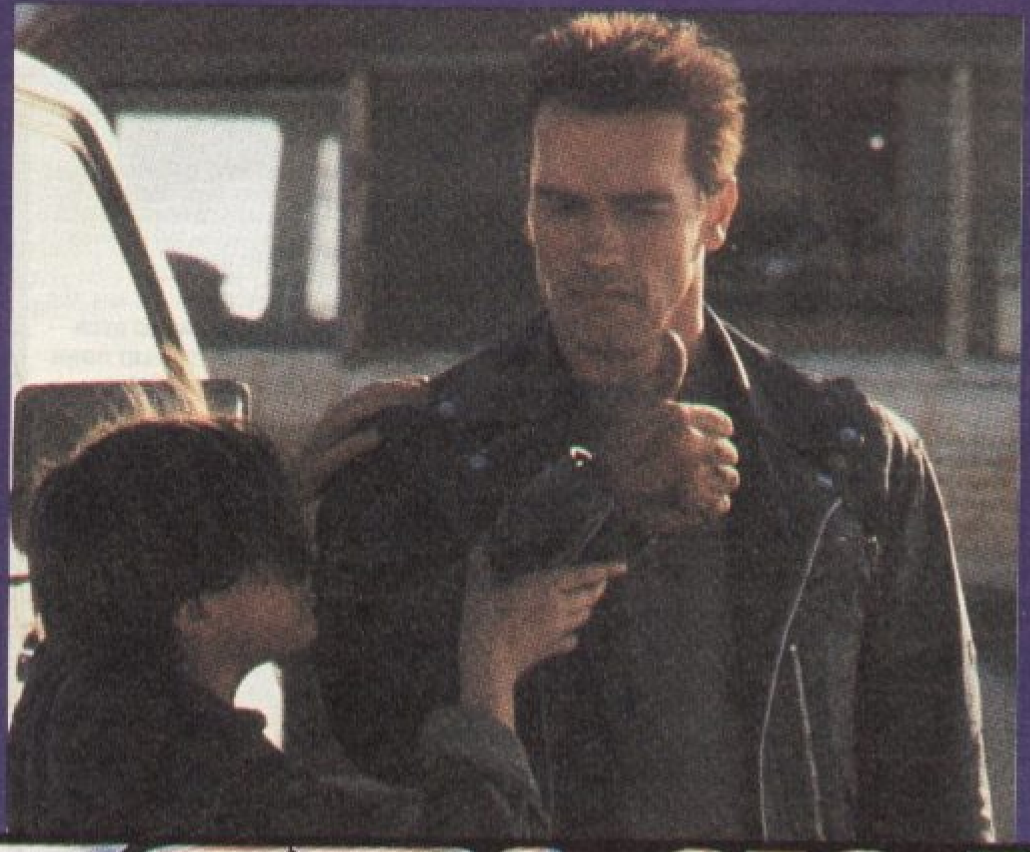
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INCREDIBLE! Our amazing competition to give away Arnie's T2 T-shirt really got you lot going over the last couple of months, so much so that we had to keep the compo open for an extra four weeks! Well, now it's over - and you wouldn't believe the quality of the piccies and laffs which dropped through our letterbox!

Tons of Terminators of all shapes and sizes flooded into **CVG** Towers, together with mountains of witty reasons why you lot reckon you're harder than Arnie. It took us ages to choose a winner, but choose we did - and the lucky feller who can now go out with Schwarzenegger's shirt on his back, waving that authentication certificate high in the air is...**DANIEL KITCHENER** from Wickford, Essex. Oooh, the lucky so-and-so.

There's his smart T-1300, taking pride of place alongside a selection of other Terminator treats which just missed out on first place - still, they do win the honour of a roll call in the world's greatest games mag! Congratulations to Daniel, who is no doubt erecting a big pile of sweets as you read this and should have Arnie's T-shirt in his possession right about now....

TERMINATOR 2 JUDGMENT DAY

ARNIE LAFFS AHOY!

Here are a few of the answers we liked to: **"I'm harder than Arnie because..."**

"...I eat raw custard creams and own a sawn-off pop gun." *Stephen Fletcher, Abergavenny.*

"...I do things that would make his doo dahs turn white with fear." *Adrian O'Donnell, Co Limerick.*

"...I eat my Weetabix." *Ian Barnes, Northants.*

and finally, first runner-up...

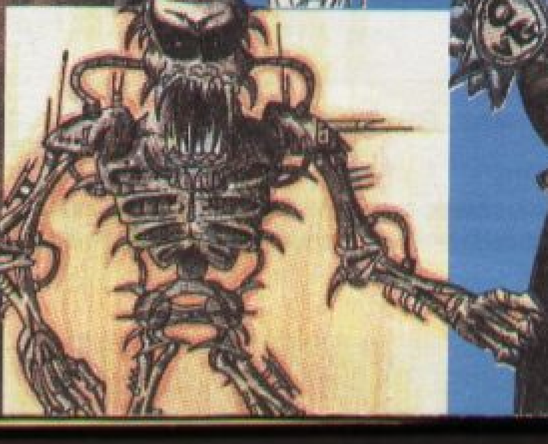
"...I don't plump up the pillows before I go to bed." *Niel Cropper, Staincross, Barnsley.*



Wow! Ross Bury from Hanham, Bristol, take a bow for this one. Like the gun too!



Here's a faceless Terminator from the hand of D. Haigh. Way to go, D...



Mummy! Torben Anderson from Denmark is the skill fella behind this scary Terminator!



Oh dear oh dear! Well done Ian Mitchell from Bicester, Oxon, for the funniest entry of the lot!

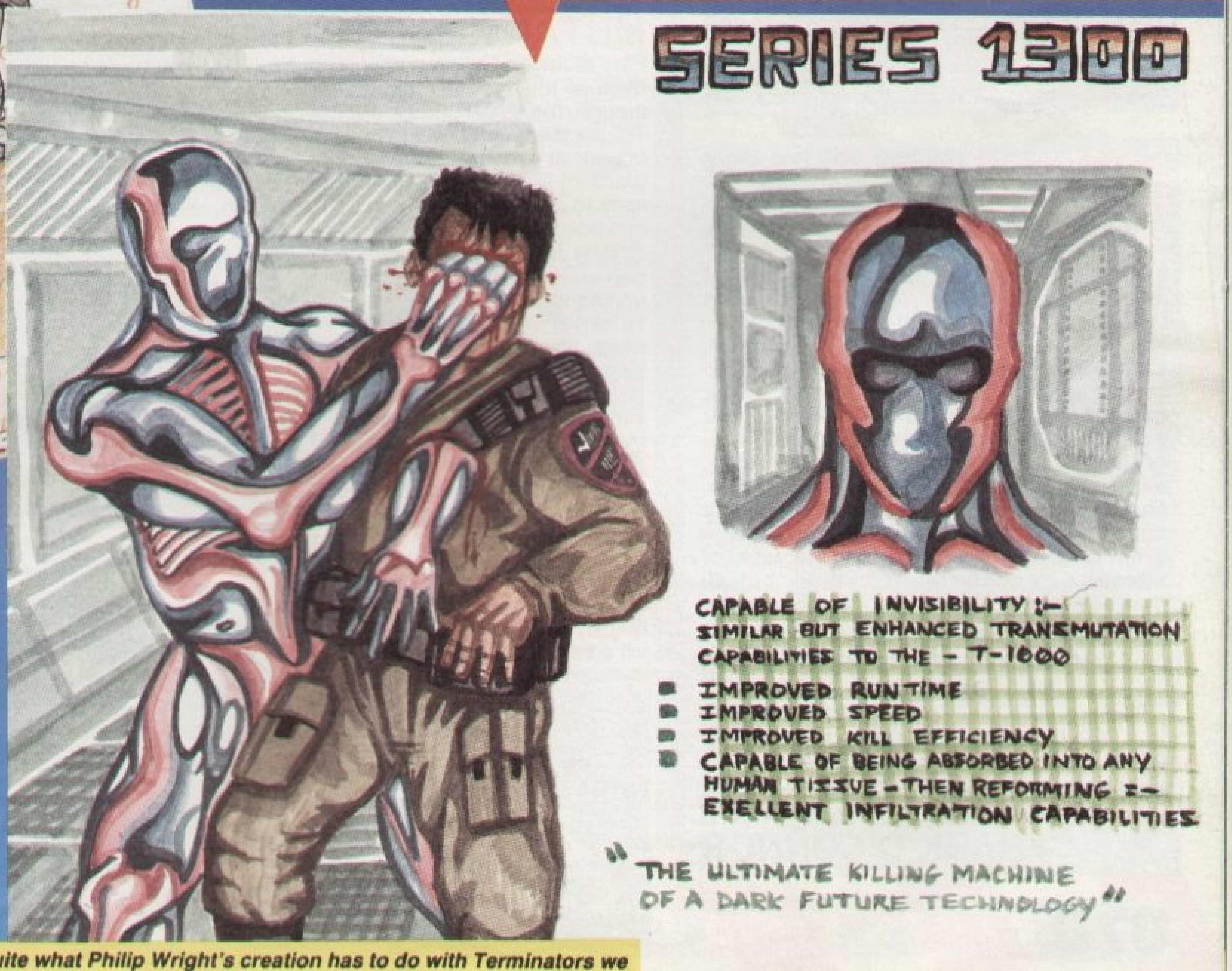


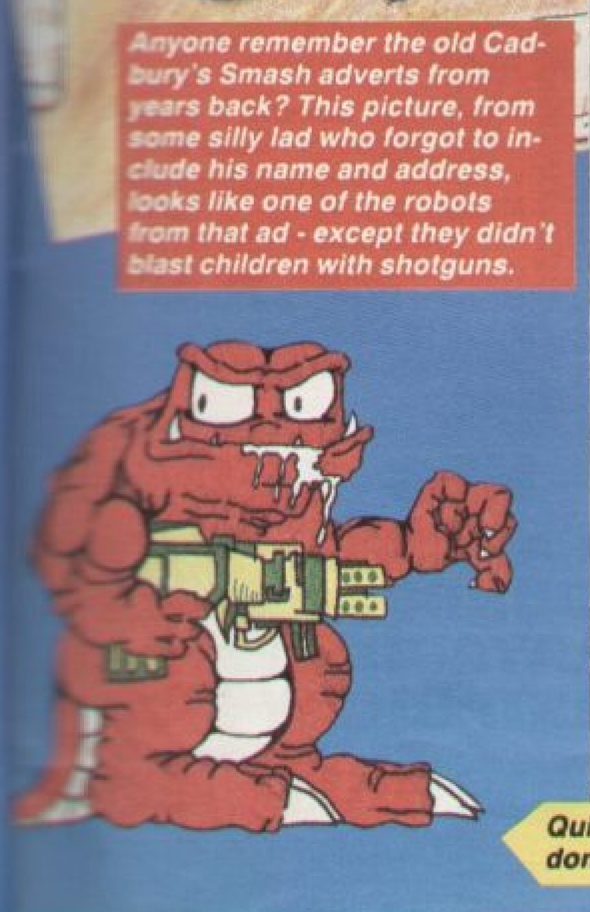
Neil Simons comes from Newport in Shropshire - which hasn't stopped him painting this brilliant Terminator cartoon.



Anyone remember the old Cadbury's Smash adverts from years back? This picture, from some silly lad who forgot to include his name and address, looks like one of the robots from that ad - except they didn't blast children with shotguns.

THE WINNER! Daniel Kitchener wowed the CVG boys with his vividly imaginitive Series 1300 Terminator unit. We reckon Arnie could still kick the living daylights out of it - and so too could Daniel, when he wears his T2 T-shirt!





Quite what Philip Wright's creation has to do with Terminators we don't know, but it is good...

REVIEW

NEO GEO £120

BY SNK

The Earth is ruined. Constant exposure to pollution and nuclear contamination has wrecked the planet completely. Children are born with two heads, five legs and other, more horrible aberrations. Only people in Yeovil fail to notice the difference. A crazed scientist has deliberately increased the level of radiation on the planet in an attempt to breed a race of super mutants and Earth needs a hero or two to save the planet from this menace. Who can they turn to? Who's hard enough to take on the challenge and survive? Enter Ken and Baz, both shop assistants in a Manchester Tesco's when the catastrophe happened. They decide there and then in the vegetable section to save the world and destroy the evil scientist bloke once and for all and without pausing to stick the price label on another can of baked beans, off they go to kick some behind...





The Neo Geo has more than its fair share of this type of game and you're really spoiled for choice when it comes to scrolling beat 'em ups. This one features nothing new in the way of gameplay, but it does take a novel approach to graphical style. All the characters in the game, disgusting mutants the lot of them, are brilliantly animated mutants and graphics as a whole are quite outstanding, even by the mighty Neo Geo's standards. Music is a little disappointing, but the sound effects are groovy. One fault with a great deal of Neo games is the lack of attention to character animation, but all that's changed here - even the most unimportant sprites are fluid and lifelike. Gameplay is as good as you would expect from this kind of title, with basic punching and kicking the order of the day. The problem is that there are similar and better games on the Neo Geo and you'd probably be better off choosing something else. All in all, a solid and impressive release which is utterly lacking in imagination or originality.

FRANK O'CONNOR





BLIMEY! THAT'S ORIGINAL!

No it's not. Mutation Nation is virtually the same as almost every Neo Geo beat 'em up so far! Yup, if it's **Final Fight** style games you're after, you won't go far wrong with a Neo. There are some excellent scrolling beat 'em ups available, including **Burning Fight**, **8 Man** and the superb **Sengoku**. Some of the older games are a bit cheaper now and you can pick up the likes of **Magician Lord** and **Ghost Pilots** for almost reasonable prices. If you fancy a one on one beater then try **King of the Monsters** or **Fatal Fury** - both excellent.

MUTATION NATION™

MUTANT MALARKEY

Play Mutation Nation and you'll quickly discover another variation on the age-old theme of Smart Bombing. This time though, the smart bombs are mystical mutant psychic powers! To use these, you collect tokens marked **A**, **B**, **C** or **D** as they appear at various intervals around the landscape and let one off (pardon) by holding down the kick button while an energy bar rises to its peak. When it reaches the top, release the button and one of four bomb types goes off:

BOMB A: Your own body becomes the bomb - bursting into flames and splitting apart.
BOMB B: A flaming fireball which blasts the baddies to kingdom come!
BOMB C: A lightning strike which builds up when you throw yourself to the ground.
BOMB D: This one's a big secret and very spectacular. We won't spoil it by telling you what it is!
NO BOMBS: If you don't have a token and try any of the above, your energy bar will be quickly depleted and you fire off a series of superfast kicks!





▲ *Two player ass-kicking action!*

MAD MANIAC MORONS

The Mutant Scientist is a total loony - the sort of bloke who votes SDP and teaches media studies for a living. To reach him you'll have to defeat his most twisted creations on five different levels - but be prepared for a big surprise when you finally meet him face to face!





NEO GEO	
GRAPHICS	90
SOUNDS	85
PLAYABILITY	84
LASTABILITY	70
OVERALL	**75**

REVIEW

MASTER SYSTEM
£30 BY SEGA

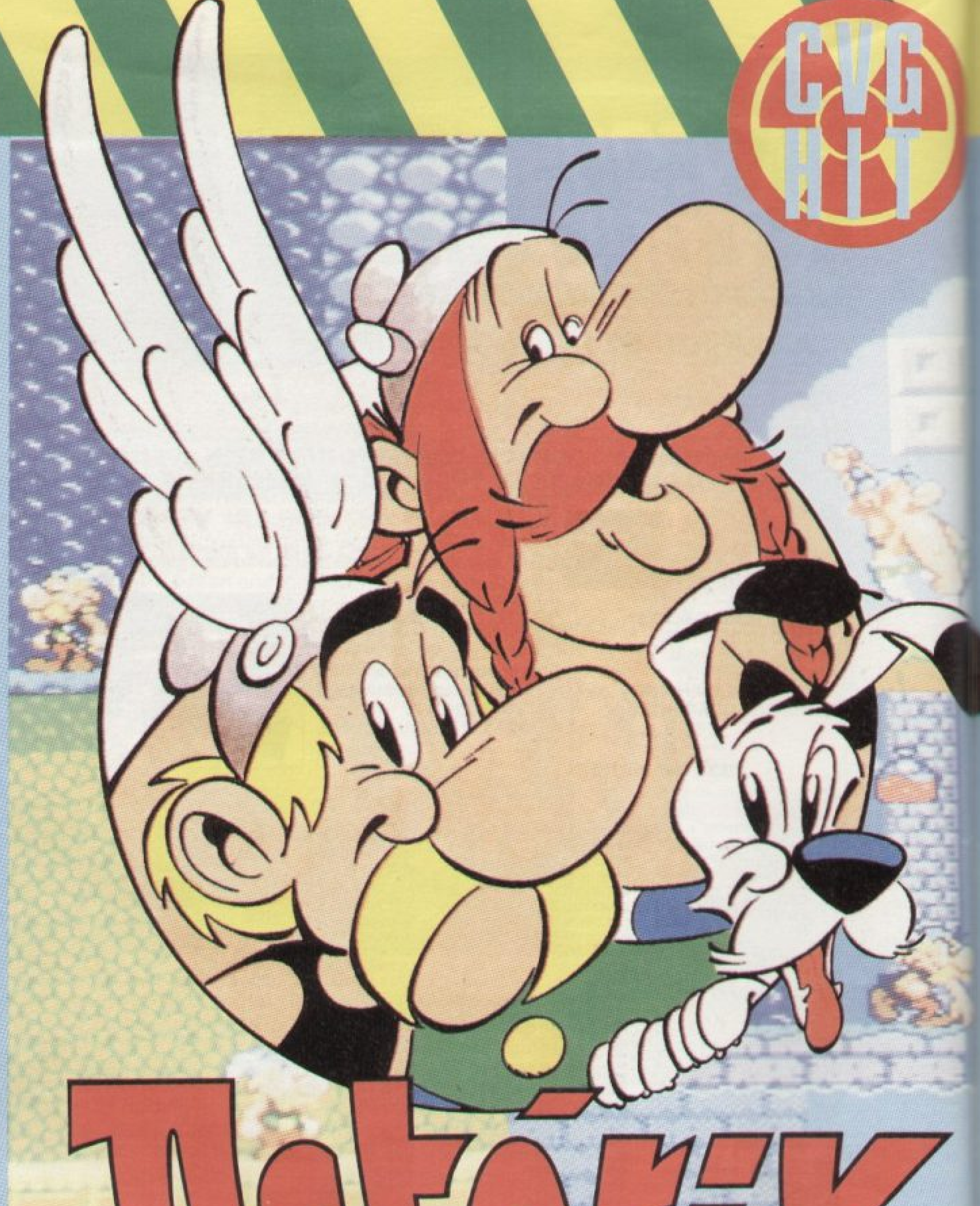


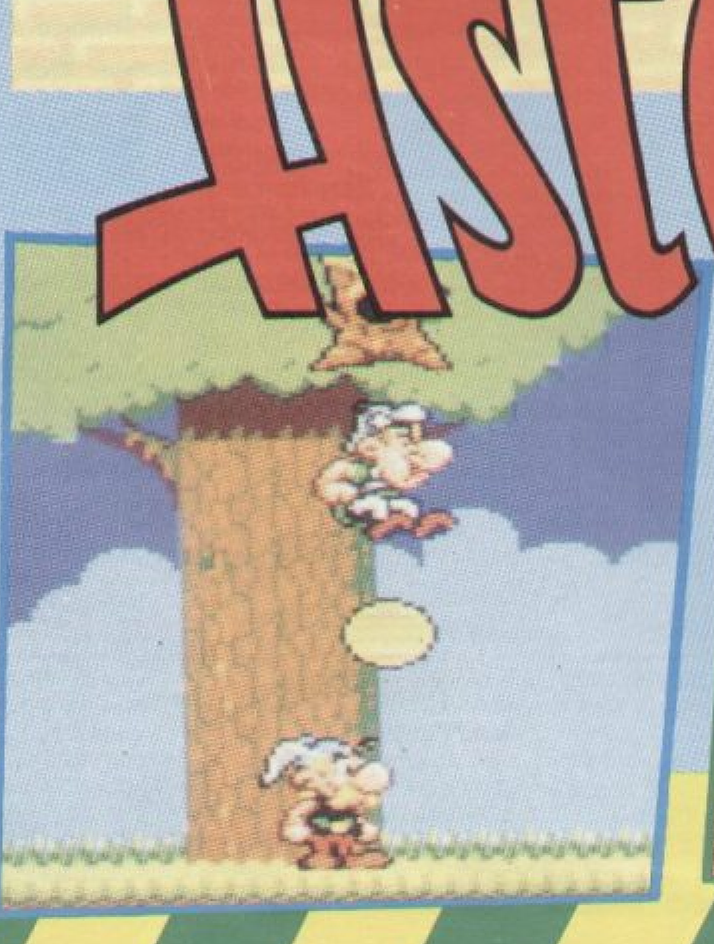
Asterix is hard. Well hard. In case you don't know, he's this small blond bloke who singlehandedly defended France against the Romans. At short notice he was the best the French could come up with, and seeing as the Romans were a load of old women anyway because this is complete fiction he actually did quite well. This near invincible comic hero appeared in countless cartoon strips, available in just about every language on Earth, and the game is basically an Asterix comic with platforms on. You take control of the top two characters from the comics, Asterix and big fat wobbly Obelix. Asterix can perform all sorts of feats - punching baddies and leaping chasms. Obelix can eat quite a lot and would probably be dead handy if you got challenged to pizza eating competition. Sadly though, you get attacked by vicious Romans and dangerous animals without a single Cheese and Tomato special in sight, so poor little Asterix had better get his skates on and save everyone!

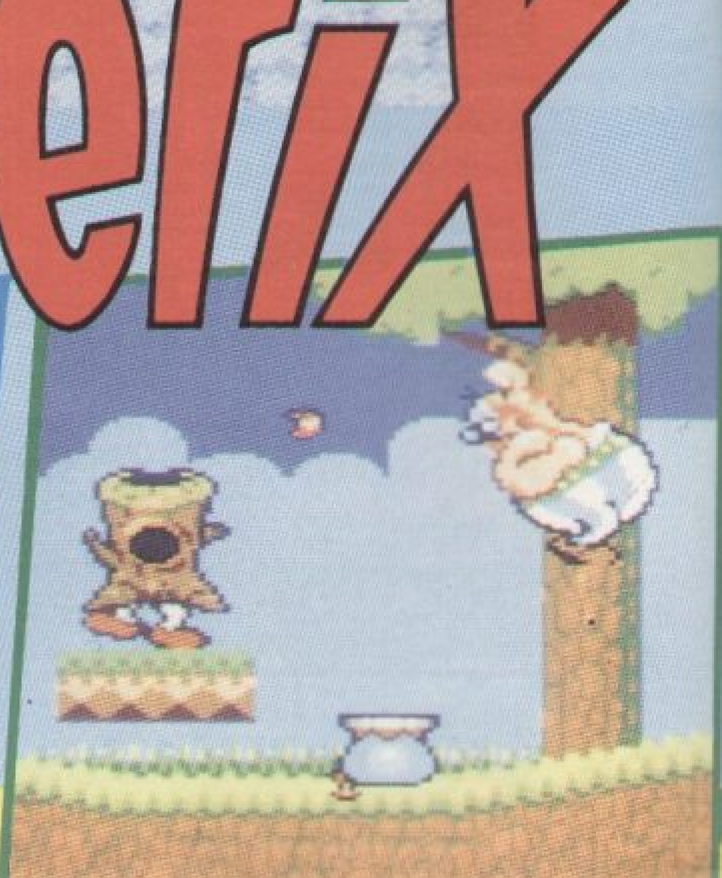


Asterix was always a fave of mine and this brings back lots of memories. The characters of Asterix and Obelix have been brought brilliantly to life in a real cartoon treat. The game is more than a little similar to Mickey Mouse and Donald Duck, but that's not necessarily a bad thing. The graphics are superb. The animation of the main characters and the baddie sprites is amazing and the feel of the comic books has been transported perfectly to the Master System. Music is a bit crappy, but the sound effects are decent enough. Playability is there in oodles, with the two player mode being a real treat. One complaint about Asterix is that it's a bit too easy - the levels themselves are fairly tough, but there aren't that many of them and the end of level bosses are fairly soft. For platform fans and followers of the Asterix books, this is unmissable. A groovy variation on the Mickey Mouse theme and a darn good looking game, this gets the thumbs up as a Master System treat to enjoy.

FRANK O'CONNOR







REVIEW



OUR FAVOURITE TOONS!

Tim - "My favourite's Plug from the Bash Street Kids - he's got big ears, grins a lot and always gets into trouble...just like me."
Frank - "Calvin and Hobbes is the tops because Calvin's got an imaginary friend and everyone thinks he's mad. I've got lots of imaginary friends and I am mad."
Paul - "I like Sid the Sexist out of Viz because I taught him everything he doesn't know."
Jon - "Garfield's the greatest because he's a fat, lazy, useless waste of space with orange hair just like me."



PERKY POTIONS

If you're a fan of the Asterix cartoons, you'll be pleased to note that Getafix, the dubiously named wizard from the village where Asterix lives, has been kidnapped. He's an important boyo because he supplies all the secret potions that made the Gauls invincible and without it the Romans can walk in and take over with ease. The potion endows anyone who drinks it with incredible fighting abilities and superhuman strength, which can come in a bit handy if you're a weak little shambler without any muscles at all.

Asterix on the Master System? Naah. That can't be any good. How wrong I was. The first thing that hits you about this cart is the graohical style - completely faithful to the comic books. They're so cool they really draw you into the game, which generally plays well apart from the odd screen glitch here and there. The game itself owes an awful lot to Mickey and Donald, but that's not a bad thing at all! There's an awful lot to see in the game, but but you do tend to see it a tad too soon because the difficulty level could have been increased for older players. That aside, this is one of the best recent releases I've seen for the Master System and if you enjoyed the Disney games you'll certainly get your money's worth from this, especially if you're not exactly the greatest player in the world. Fans of the annoying little Gaul will have a whale of a time!

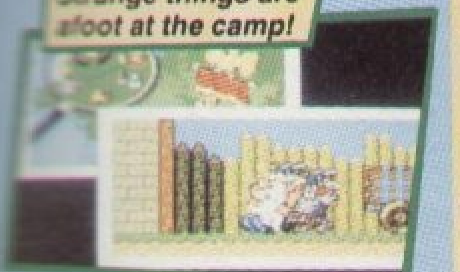
TIM BOONE



Obelix gives the wall a Glasgow kiss!



Smack those Roman scum!



Strange things are afoot at the camp!



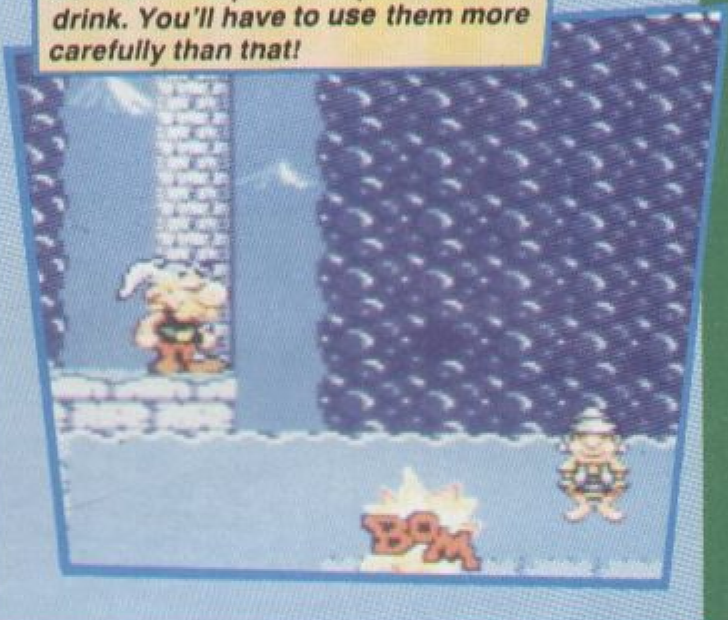
UNDERWATER ANTICS

Asterix is not only a little hard bloke, he's also a champion swimmer. There are several underwater levels throughout the game where you get the chance to carry out some scuba related malarkey! The swimming technique is exactly the same as in the Mario games, where you press the jump button to gain speed and height. There are plenty of aquatic baddies to deal with under the water and even more points to be gained. Getting out of the water is the hard part though, 'cos the control method goes a bit haywire when you try to jump onto dry land.





Kill the submerged Roman but don't waste the potion!



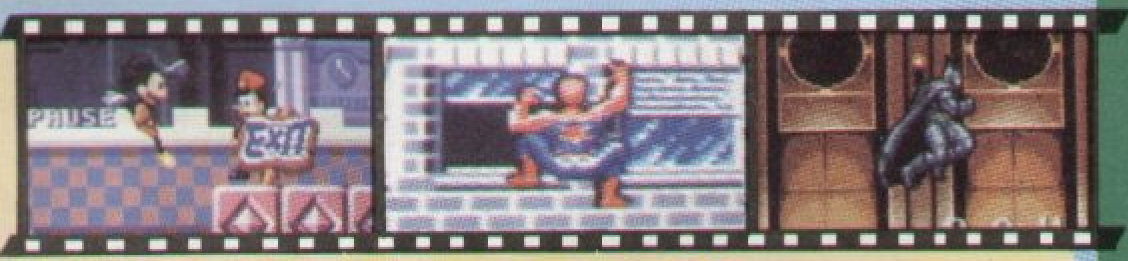
Kerblamm! A potion explodes in the drink. You'll have to use them more carefully than that!

SHORTY AND FATTY

The two player mode in Asterix is a bit novel. One player controls Asterix and the other player controls Obelix, the big fat one. If one player gets killed, the other starts from the beginning of the level. If a player dies before he completes a level, the other dude has to take over and try to finish it. It all gets very confusing and you're never quite sure who's turn is next. In one player mode, you can choose either Asterix or Obelix at the start of a new level. Both have roughly the same abilities, although Asterix is a tad faster. Well, he would be, wouldn't he...







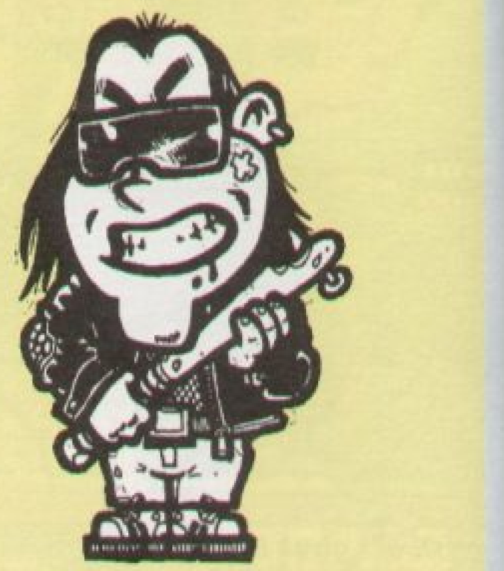
GREAT CARTOON HEROICS

The Frenchies have only turned out two famous cartoon characters, Tintin and Asterix, but video games have been using cartoon heroes for ages. **Mickey Mouse** and **Spider-man** are both available on the Master System and are both excellent portrayals of the characters. **Batman** fans can try out caped crusader antics on every machine except the Master System. **Donald Duck** is now a top seller on all three Sega machines and **Chip and Dale** are now Nintendo superstars.

MASTER SYSTEM	
GRAPHICS	92
SOUNDS	80
PLAYABILITY	90
LASTABILITY	89
OVERALL	90

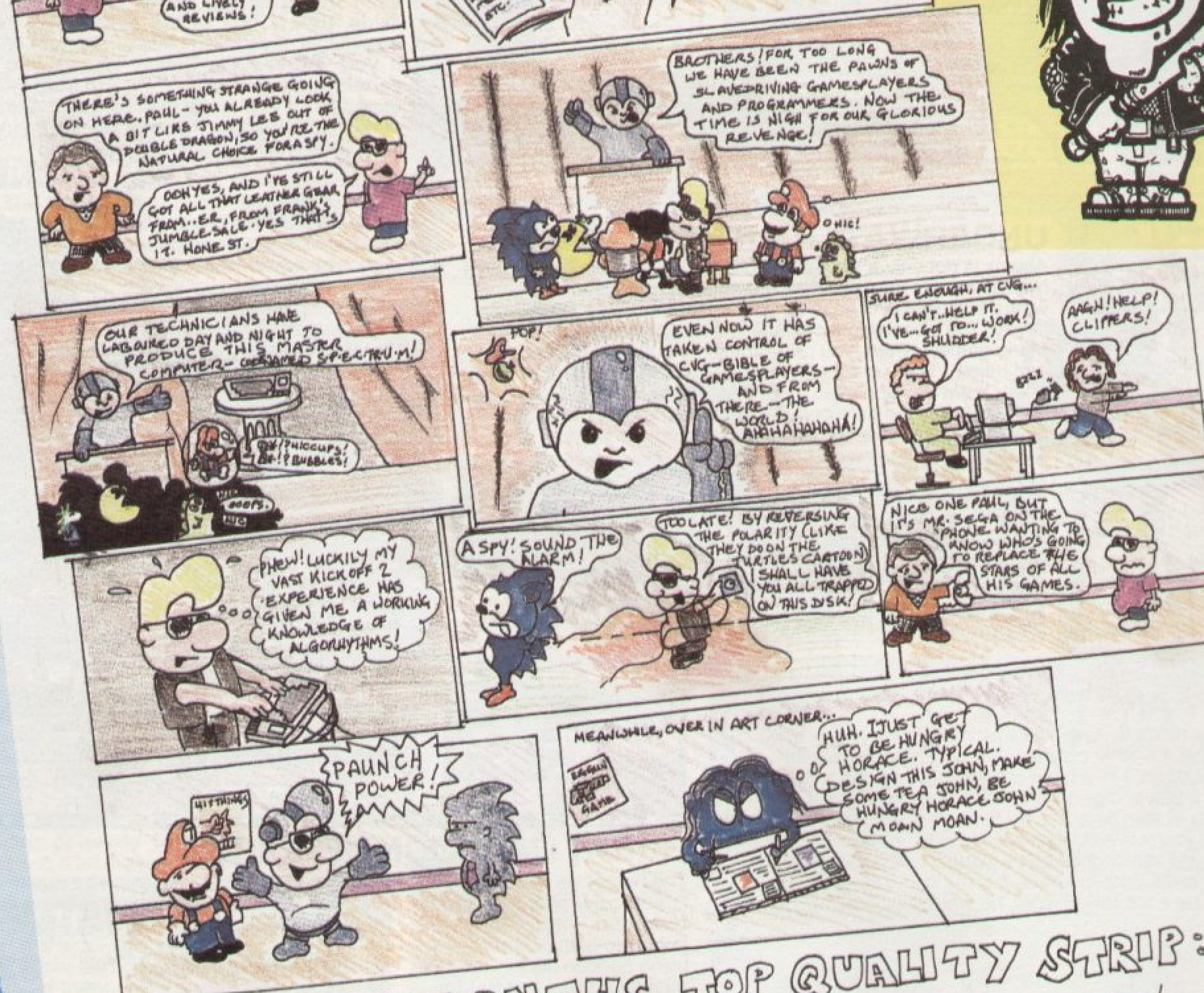
TRUE STORIES OF CVG (HONEST)

He's mad. He's bad. His haircut's quite sad. He's RADION AUTOMATIC (of MEAN MACHINES fame) and here he is with a wicked new cartoon strip for the CVG boys! Think you can match Rad's incredible wit, insight and incredible appetite for Mars Bars? Send in your own CVG strips and you could win a Megadrive! Meanwhile, here we got with CVG's first Automatic Guide to life, the universe and, well, nothing at all actually...



OVER AT BRAND-SPANKING-NEW-FAB-REDESIGN-CVG YESTERDAY...





IN NEXT MONTHS TOP QUALITY STRIP:

THRILL TO MORE TRUE ADVENTURES OF THE CVG TEAM!

CHILL TO THEIR MANY DONKEY-RELATED ACTIVITIES (ER, WELL, PERHAPS NOT THAT ONE)!

BEG FOR MERCY AS PAUL REPEATS HIS ELVIS IMPERSONATION YET AGAIN!

JAGUAR

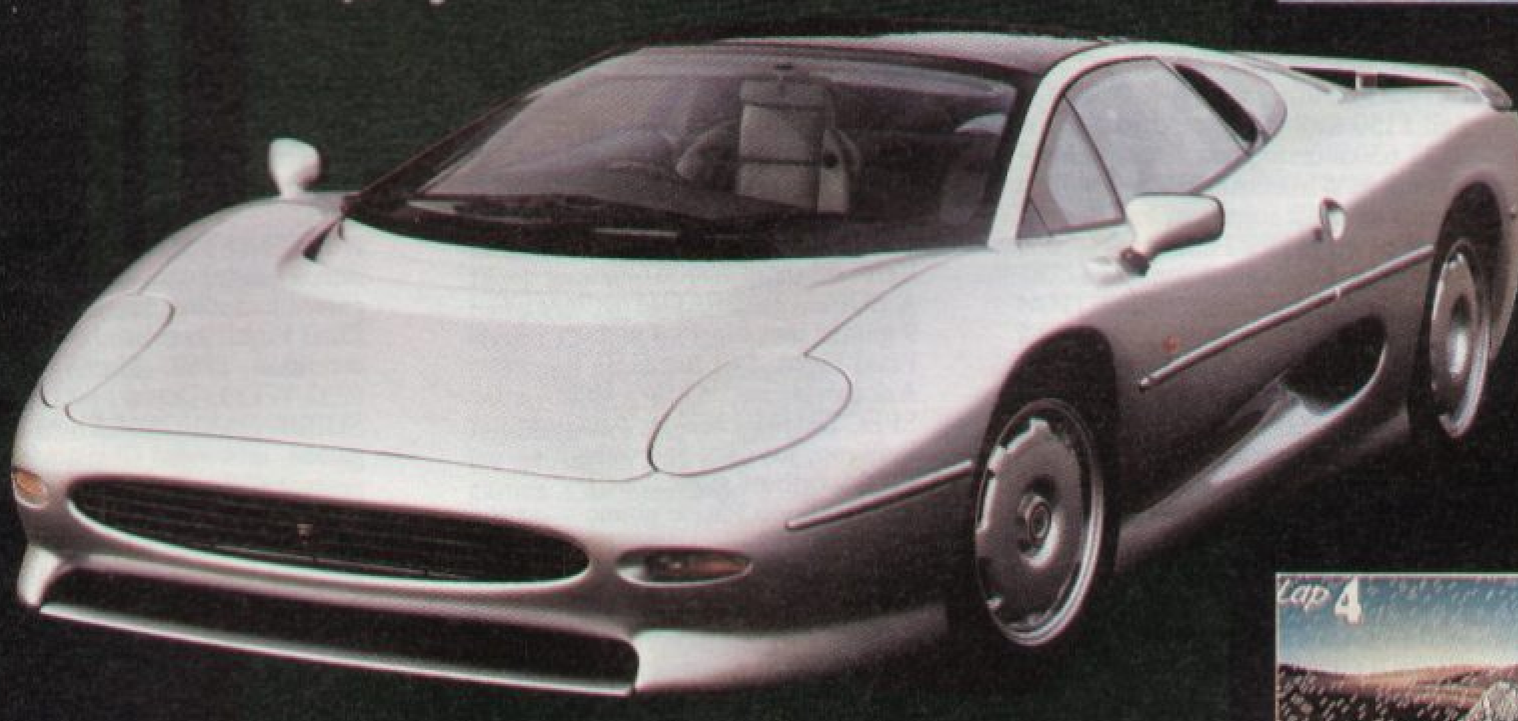
XJ220

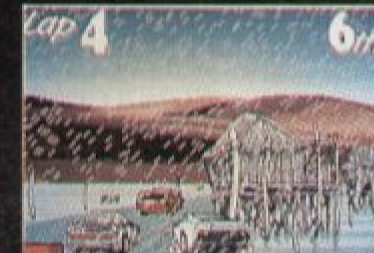


Race your Jaguar XJ220 against other super cars including Ferraris, Porsches and Lamborghinis over thirty six circuits through twelve different countries. Speed through variable weather conditions whilst tackling waterfalls, tunnels, cliffs, bridges and mountain passes.

- ***Fog, snow, wind, rain and sandstorms.***
- ***One or two-player split-screen option.***
- ***Joystick or mouse control.***
- ***Map editor – Create your own circuits.***
- ***Financial Management strategy.***

Will you run out of bottle before throttle?





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Screen shots taken from Amiga version

FREE MICROSELL ADS!!!

(Well nearly) – To make it much easier for you to place your classified ad in your favourite mag we've opened up a phone line. If you have something to sell or swap all you have to do is dial the number, follow the instructions, and chill out! Your ad will appear in the very next issue. No need to mess about with envelopes, and sending money just pick up the phone and dial that number...... ...What are you waiting for!

THE MICROSELLS

UK MEGADRIVE with 14 games incl. Sonic, PGA Tour and many more. Call Charlie on 041 649 8892 with offer.

BRITISH MEGADRIVE with PGA Tour, James Bond 1 and 2 plus many others. Joypad, convertor, still boxed 6 weeks old £60 Phone John on 041 632 1727

FOR SALE Amstrad CPC464 great condition, many games, full colour monitor, £200 ono Call after 3.00pm ask for Wayne 081 648 2143

SUPER TENNIS FOR SALE £8 or will swap. Phone Ashley on 0230 64388

WILL YOU SWAP your arcade power stick for my Altered Beast and Strider. Call me on 0471 822681.

SWAP UK MEGADRIVE with 2 control pads and 16 games worth over £600 for Amiga 500 or sell for £350. Call 0252 624960 and ask for Colin

JAP MEGADRIVE with Robocod, ToeJam, Strider and Fatal Rewind. All boxed in mint condition. Bargain at £170 ono. Call Shanaz after 4.00pm on 061 366 0675

ATARI LYNX FOR SALE incl 4 games, headphones, carrycase, AC adaptor. Sell £150 Call Craig on 0532 630540

SWAP MY MEGADRIVE + 4 games and Jap convertor and loads of mags. for Famicom or sell for £160 ono Phone Andy on 0592 771189

PC ENGINE for sale + 3 games incl. R-type £120 ono Contact Ben on 0278 683858

IBM PC COMPATI with 3 games, plus 2 controllers. And Gameboy With 2 games and accesories. Will sell for £250 tel: 0483 715205 after 5.30pm

AMSTRAD CPC 464 GOOD CONDITION with green screen colour TV Modulator,joystick and £250 worth of software. Will sell for £120 ono Tel:0943875621

SWAP NINTENDO NES with 2 games for Megadrive Call me on 021 382 5897

SEGA MEGADRIVE FOR SALE with 10 games. If interested call John on 061 338 2906.

THE MICROSELLS cont.

FOR SALE PC Engine plus 2 games £130 ono. Ring 071 628 2953 and ask for room 628

I AM SELLING AN ATARI STE turbopack with two joysticks,stereo speakers F90 Starfighter. Many games,all boxed, all original £325ono please call David on 0233 733612

FOR SALE...AMSTRAD CPC464 computers with 86 pieces of software. Ideal business computer because of word processor £250 ono with printer and monitor. Please phone 0298 78751 and ask for Lee

GAMEBOY GAMES TO SWAP Solo Striker, and Bubble Bobble, swap either for Batman or Red October, will consider others. call I.Estejo on 081 761 5129 after 6pm.

SUPERGRAPHICS-16 BIT 6 games,5 player adapter,Turbo joystick and joypad £250 call Mark on 0883 623241.

FOR SALE-SEGA MASTERSYSTEM With 8 games £120 ono tel Matthew on 0923 777533

1 MONTH OLD JAPANESE POWER MEGADRIVE for sale £115 call Steven on 071 609 7754

HI, I'LL SELL MY SEGA Mastersystem with games. Worth £115 but will sell for £90 or swap for Gamegear with game. Call Keith on 0908 563067

A SUPER FAMICOM with a TV, 9 games incl Mario 4 and Final Fight. Sell for £150 Ask for Ian on 081 947 1033

SPECTRUM 128K + 2 includes lightgun, joystick and over £100 worth of games. Sell for £100 ono Please phone 0752 840213

WANTED SUPER FAMICOM + 2 games. Willing to pay £200 Call Martin Crawford on 0733 320873

MEGADRIVE CARDS, Battle Squadron, Joe Montana, John Madden, James Pond and many others for sale, also Gameboy with 5 games or will swap for an Atari Lynx Call Lee on 0923 245817

ZX SPECTRUM +3 disc drive, joystick, instruction manual, 16 games, £85. Phone 0386 78508.

THE MICROSELLS cont.

AMSTRAD CPC464 with colour monitor for sale + 100 games and joystick. All excl condition £120 ono Call me on 0827 50955

ATARI XC SYSTEM, 130xc computer + 1005 disk drive, xc11 tape recorder with cables, 35 disk-based games with disk storage unit, 100 different programs on tape. Over 80 magazines £160 ono Call 0483 64727 - G Prior.

SPECTRUM +2 tons of games, multiface. Also with magazines. Phone 0442 67913

SEGA MEGADRIVE + 3 games incl. Mercs and Japanese convertor. Excl cond. £160 ono Phone 021 628 6056.

JAPANESE MEGADRIVE FOR SALE £70 Also games at various prices. Call me on 0222 797312 and ask for Wayne

SEGA MASTERSYSTEM, inc. 3 games and light gun. Phone 0646 682581.

SWAP radio control car worth £120 for any hand held with games, preferably Gameboy. Contact Stephen on 0709 563547.

SPECTRUM +3 disc drive, boxed, joystick, 12 games, 2 years old, as new, £100. Stuart, 0489 577 100.

NINTENDO games wanted, pay between £10-£20 for required. Phone 081 874 5408.

NINTENDO SUPER FAMICOM with stereo headphone socket, 5 games including Mario 4 and Final Fight, excellent condition, £260. Phone 0292 77130, Daniel.

SUPER FAMICOM SKART plus 4 games, unwanted Christmas present £280. Telephone 081 443 5895, Tony.

COMMODORE 64 with lazer gun and load of games, £150 ono. Phone Charlotte on 0222 513695.

SWAP Commodore 64 and disc drive over £500 worth of games plus a Nintendo only 2 weeks old for any decent Amiga with no games necessary. Please contact on 0254 776951, Simon.

NINTENDO SUPER Famicom + game of your choice, 2 joypads, AC adaptor and all other leads £200. Ring 0242 515459

DIAL-AN-AD NUMBER
0839 500 848

Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS

COMMODORE 64 plus 50 games, £60 ono, call after 6 pm on 0634 201 532.

SUPER FAMICOM PAL with 12 games and 8 months warrenty. Call on 081 868 4876.

SWAP SEGA Megadrive, 5 games, F22 interceptor, 2 joypads, will swap for Amiga 500 and games, or Atari FT and Games or will sell for £150 ono. Call 0302 876 209, Sam.

COMMODORE 64, 2 joystick, over 60 games, some very latest, cassette recorder. £120 or will swap for links and games or game. Call on 0302 876 209, Sam.

FOR SALE SUPER NINTENDO world and Final Fight, 1 mth old.Also with super extendos, 6ft joypad extension leads £250 ono call Neil on 02302 3900

COMMODORE 64 (NEW STYLE) with £300 worth of games new tape deck and power unit, loads of magazines, Good condition worth over £500 but will sell for £175 Phone Toby on 0692 580295

AMIGA 500 WANTED will swap for Sega Megadrive with 3 games, plus 2 controllers. And Gameboy With 2 games and accesories.Will sell for £250 tel: 0483 715205 after 5.30pm

AMSTRAD CPC 464 GOOD CONDITION with green screen colour TV, modulator, joystick and £250 worth of software. Will sell for £120 ono Tel 0943 875621

FOR SALE official Megadrive with 6 official games, incl Super Monaco £200 ono Please ring Chris after 6.00pm on 0734 816475

NINTENDO FOR SALE 5 games incl SuperMario Bros 3 and Turtles 2 the arcade game. £100 ono. Contact 6 Chalfont Road, Oxford Tel; 52757

DONALD DUCK FOR SALE £20 081 codes only. Call James on 0992 711802

PC ENGINE + 4 games. Sell for £100. CD1 + 4 games sell for £220. Please contact James on 0703 773622 after 4.00pm

THE MICROSELLS cont.

NINENTDO NES VERSION, super condition with virtually brand new 12 in colour TV. 7 great games incl SuperMario Bros 3, Simpsons and Gremlins 2. All for a brilliant price of £350 ono Ring Paul on 0245 355013

CPC 628 with colour monitor, loads of games incl. Final Fight, Terminator 2 and art package, disks and mags. Worth over £700 but will sell for £300. call me on 081 950 8432

I HAVE AN AMSTRAD CPC464 with a colour monitor and loads of games incl. Turtles the coin-op and Hurricane plus many more. Will swap for Atari Lynx or PC Engine GT Call Ian 0494 725714 after 4.00pm

FOR SALE Final Fight, Manchester United Europe, Shadowdancer and others, £40 the lot. Call Paul Cook on 081 337 0809

ATARI 520 for sale + over £200 worth of games. Sell for £275 ono. If interested call 0782 611608

COMMODORE 64 disk drive, tape deck, printer, action replay, millions of games. If you're interested Ring me on 0388 766213 and ask for Ian.

ATARI ST FM with double sided disk drive, joystick, mouse and many games. Black and White TV also included. All boxed. Will accept £290. Call 051 339 0733 and ask for Anthony.

SWAP SEGA MEGADRIVE with Jap convertor and 12 games for an Amiga 500 with games. Call Steven on 0376 40134

AMSTRAD CPC464 with colour monitor, over £200 worth of games, all for sale. Call me on 061 430 3262 ask for Mark Godfrey.

COMMODORE 64 + £100 worth of games, 2 joysticks, light-pen. Will swap. Call me on 0495 310023 and ask for Joseph.

SWAP GREMLINS 2 and Duck Tales NES for Megaman, Megaman 2, Mario 2, Simpsons. Call Gavin on 0502 730937

THE MICROSELLS cont.

I WANT TO SWAP a Nintendo with 4 games. Chip n Dale SuperMario 3, Double Dragon, SuperMario 1. for a Super Famicom with SuperMarioland on it. Phone Nicky on 0708 760132 weekends only.

I'VE LOTS OF GAMES TO SWAP incl E-Swat, Atomic Robokid, and many more. If you're interested call me on 0733 64063 and ask for Craig

MEGADRIVE includes extra joypad, Jap convertor and 10 games as new £300 Phone Tristan on 0206 578642

SWAP NINTENDO NES with 2 games for Megadrive. Call me on 021 382 5897

SEGA MEGADRIVE with 10 games £300 ono. If interested call John on 061 338 2906

FOR SALE PC ENGINE + 2 games £130 ono call 071 628 2953 and ask for Room 628

I'M SELLING an Atari STE Turbopack with 2 joysticks, stereo speakers F-90 Stealthfighter, Golden Axe, Lemmings and many other games - all boxed and all original. Sell for £325 Call David on 0233 733612

FOR SALE AMSTRAD CPC464 with 86 pieces of software. Ideal business computer. it includes word processer and spreadsheet package. £250 ono. Please call 0298 78751 and ask for Lee

NINTENDO NES FOR SALE incl 2 joypads and 6 games incl. Double Dragon 2, Turtles, WWF, Castlevania 2 and Probotector. Sell for £120 ono Call Paul Bingham on 061 665 3822

PC ENGINE with 1 game £200 Call 0825 762288 - Mr Parker

WANTED AMIGA 500 or 1500 maximum price payed. Please ring Gary on 031 664 2181.

WANTED Sega Mastersystem willing to pay £10 with no games, ring Jamie on 0734 500 249 after 4pm.

AMSTRAD CPC 464 wioth colour monitor, very good condition, joystick and over £400 worth of games wil sell for £250, Phone 0978 256 099.

DIAL-AN-AD NUMBER 0839 500 848

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THE MICROSELLS

SWAP SUPER FAMICOM with 5 games for a Neo Geo with 2 games please call 051 363 1153.

WANTED Moonwalker and Ditch Racer for Megadrive will pay £15 each. Phone Mark on 0706 55801.

BBC B with monitor, disk drive, built in word processor, joystick, manual and software, £250 ono. Telephone Dina on 0243 602 512.

ATARI FT for sale with discovery pack, £350 worth of software, plus joystick, mouse mat, all boxed all for only £225. Please call 081 449 3762 after 6pm.

SUPER FAMICOM SKART with games please ring Simon on 0689 847732.

COMMODORE games for swap contact James on 0227 4530084.

WANTED MEGADRIVE games, call Tyrone on 0202 760 815 after 6pm.

SWAP MEGADRIVE games, Kickfighter, Streets of Rage, Crackshot John Madden Football, Mistic Defender. Telephone Peter on 0902 773106.

WANTED on the Amiga, Rodland and Smash TV offerred Robocop 2, Toyota Selica, silk worm, straight swap my 5 games for your 2. Telephone 061 485 6366.

ATARI 65 XE with games, selling for £75. Call Paul on 071 704 9028.

SEGA MEGADRIVE for sale including 2 joypads and 7 games, sell for £220 ono or Swap for Atari FT or Amiga with games call Will on 0422 844 637.

SWAP PC ENGINE game for any game ring 0733 64279.

PC ENGINE portable GT with 10 games only £350 please contact Steve on 061 762 9588.

COMMODORE 64 data cassette, joystick, manual in excellent condition plus approximately 30 games, sell for £95 ono or swap for Gameboy. Contact Stephen on 0260 252652.

THE MICROSELLS cont.

GAMES, Sega Mastersystem games for sale inc. Sonic Spiderman Paperboy, Ghouls and Ghosts and more. Phone Philip on 061 485 8717 after 6pm.

COMMODORE 64 plus games etc. £100 ono or swap for Gameboy telephone 0925 828861.

ATARI 520 FT worth upto £1200 sell for £500 ono. 0446 796119.

NINTENDO ENTERTAINMENT system, 2 joypads, hardly used life time subscription to Club Nintendo, 4 games, all boxed all for £150 ono. Contact 0474 365 482.

ZX SPECTRUM with all leads, light gun, user manual also over £200 worth of games and £30 worth of computer magazines, contact Michael on 0642 670 196.

FOR SALE Super Famicom game Populas to swap for any other game apart from Final Fight, contact Mathew on 0992 581 838

ATARI 520 FTFM DSDD with £150 worth of software, 2 joysticks and mouse etc. Phone 0268 681007.

3 MONTH OLD MEGADRIVE with 2 games and a Gameboy, would like to swap for an Amiga. Please call James on 0242 414576.

NINTENDO ENTERTAINMENT system for sale also with joystick, 5 top games including Star Wars, 3 months old still boxed, unwanted gift, £145 ono. Telephone 0628 781814.

SWAP Super Mario 2 for any of the following games, Ducktails, Batman, Robocop. Please phone Gavin on 0260 297 598.

SWAP AMIGA GAMES and cover disk for a Sega Megadrive with at least 2 games, and 35 disks. 0745 336894.

FOR SALE 45 C64 games, various titles including the Simpsons, Robocop 2 as well as many more top titles, all for £90. Phone 051 260 2457 ask for Alan.

THE MICROSELLS cont.

SWAP ATARI FT with 40 games for a Commodore Amiga plus games. Contact Danial Higgins 0339 883 356.

SEGA Mastersystem plus all accessories plus laser gun and 12 games swap for Japanese Megadrive with upto 3 games, Call Andrew on 061 737 6344 after 4pm.

C 64 games all for £90, worth much more. Phone 051 260 2457 after 4pm, ask for Alan.

MASTERSYSTEM computer games wanted, new or old, please ring 433 742.

COMMODORE 64 C, 2 joysticks, printer lead, £170 worth of games, averything boxed as new, plus black and white television sell for £140. Phone Nick 0344 483 589.

C64 disk drive for sale, never used with 5 games, fuly boxed with instruction phone Blackpool 0253 595 496 ask for Craig.

FOR SALE SEGA MEGADRIVE with 6 games, 3 control pads with Jap convertor, will sell for £200 ono. If interested call Stu on 0782 638 258.

JAPANESE NINTENDO for sale, price negotiable with over 100 games. Call 081 573 0021 ask for Eddie.

2 NINTENDO SUPER FAMICOM games for sale, good condition will sell for £20 each. Phone 081903 8266.

JAPANESE SEGA MEGADRIVE with 2 joypads, with 2 games will sell for £100 please ring 081 903 8066.

AMIGA for sale with 60 games, mouse, joystick all for £350 or will swap for Famicom with 2 games, Phone 0924 270 581.

COMMODORE 64 for sale plus disk dirve, printer, data cassette unit, joystick, 40 games. Bargain at £199 or all separate prices. Phone 081 656 6436.

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Calls cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS

ATARI LYNX for sale, boxed as new, 3 games all for £70 call 0509 268846.

FOR SALE Commodore 64 light fantastic pack with over £250 worth of software sell for £110 call Ben on 0704 821 519 after 4pm.

NINTENDO with 8 games, inc. Super Mario Bros 3, Snake Rattle and Roll and Shadow Warriors, sell for £130 inc. cleaning kit. Call 081 902 6771.

PAL MEGADRIVE, boxed good condition with 6 games, 2 joypads and a japanese convertor worth £500 sell for £220 ono or swap for an Amiga 500 phone 0782 519 382 ask for Jonathon.

SPECTRUM 128k for sale. Millions of games, box of utilities and ram music machine, worth about £1,000, sell for £200. Contact Ben on 0628 481 695.

SUPER FAMICOM SKART for sale of swap. Phone Martin on 081 788 9910.

SWAP MEGADRIVE with joystick, PFU, 3 games, still boxed as new, for Atari FTE or Amiga with games, Phone Hugh on 0396 830 697.

SWAP SEGA MEGADRIVE with 4 games, 2 joypads for AMIGA 500 with good games, must be in good condition. If interested call Simon on 0709 547936.

AMIGA games for sale, phone 0592 84522.

SWAP ATARI 2600 and 6 games for a Gameboy no games needed. Phone 057 287 886.

AMIGA 500, 10 games all original, £60 or will separate, 50 games not boxed £1 each, demo disks 2 disk banks £5 pair, 1 joystick £5. Telephone 071 403 8477.

COMMODORE C64 about 30 games, disk drive, Joystick, key board, £200 ono. Call Paul on 0272 325045.

PC ENGINE FOR SALE with 4 games, 2 joypads, £135. Call 081 690 5053.

THE MICROSELLS cont.

FOR SALE AMSTRAD CPC 464, disk drive, 110 games, 150 magazine, 10 books, 2 joysticks and lightpen. Telephone 0501 32190.

WANTED AMIGA A500 with at least 20 or more games will swap fror a Japanese Megadrive with 5 games and 2 joysticks, and a Gameboy adn 6 games and a hard case, or will consider selling for £400 call 071 3281048

AMSTRAD CPC 464 with colour monitor, joystick. 250 games. £250 ono. Ask for Alan on 091 549 4983.

FOR SALE UK MEGADRIVE, 10 games, 2 joypads, japanese converter worth £540 will sell for £300 ono. Phone Chris on 0582 592 910.

ATARI FT FM, 35 boxed games, 4 player adapter, 3 joysticks, utilities worth over £300, worth £2000 sell for £550. Phone 044 128 3086.

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THE MICROSELLS cont.

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MASTERSYSTEM FOR SALE, all leads, boxed. 5 games in good condition with instructions. £99 ono Call 0418819640 and ask for Kevin.

SEGA MASTERSYSTEM with 1 built in game. Very good condition 1 month old. £40 or will swap for any handheld game. Call 0244 810748 if interested.

SPECTRUM +2 128k. 50 games, joystick and interface. Win sell for £70 Contact Mark on 021 357 5601

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GAMEBOY FRIENDS NEEDED! to swap games and sell games cheaply. Phone Nirav on 081903 1710 Now!

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SEGA MEGADRIVE with 3 top games plus convertor £160 Phone 0977 644389 if interested.

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SWAP MY mint condition Megadrive, 2 joypads, carrycase and 7 top games incl. Sonic and Quackshot for PAL Famicom with games, pref, Mario 4 and Castlevania. Call Kelvin on 0977 674917

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SEGA MEGADRIVE FOR SALE £199.Tel 081 332 0514 I WOULD LIKE TO SELL megadrive games. For £20 to £25 each.Games inc. Sonic the hedgehog, Robocop and Mickey Mouse.Shinobi and Astro wars. Or will sell with the megadrive for £350. Tel Leeds. 0532 689319.

GAMEGEAR FOR SALE.WITH 11 GAMES. £280 or swap for a PC Engine CT or Famicom with at least 5 games. Tel 0384 375 370.

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PREVIEW

DARK SEED



DARKSEED MIRAGE

Now here's something a bit special! Fans of the Alien movies will spot these screenshots straight off as the work of *H.R. Giger* - the artist who designed all those 'orible Alien thingies! Now he's been used as art consultant in one of the first releases from brand new software house Mirage, set to unleash **Darkseed** on an unsuspecting world very soon!

As you can see from these shots the game looks absolutely stunning, featuring graphics so fab we almost fell of our chairs when we first saw 'em! In the game, a sort of animated art adventure, you play a sci-fi writer who buys a mysterious house and gets plagued by all sorts of weird and wonderful nightmares!

The game features a fully digitised main character who moves in and out of the scenery in perspective together withy reflective metallic sprites and a "three-way" control system to come as close to virtual reality (or unreality!) as possible. Due for release soon on PC, with an Amiga conversion to follow later, this looks like one to watch out for. More news as soon as!









VERSION	DATE	PRICE
PC	TBA	£ 39.99
AMIGA	TBA	£ TBA

WIN! THE SOCCER TRI

Courtesy of Tecmagik and Champions of Europe!

SEGA™ Master System

YES! Here we go again with another CVG competition so unbelievably good you won't be able to believe your eyes. It's true, we're offering some lucky so and so the chance to win the holiday of a lifetime - watching England go for glory in the UEFA Cup!

Yes indeedy - instead of watching the boys battle away on the telly, you could be right there in the thick of the action with our incredible giveaway prize worth a staggering TWO THOUSAND POUNDS!!

This stonkalicious prize comes courtesy of the games heroes of Tecmagic, proud as punch of their forthcoming Champions Of Europe: UEFA '92 on Master System - the game which could set new standards for console footy games when it's released on June 1!

This is Tecmagik's first football game for the Master System, and judging from the quality of their past releases it's going to be a goody! These are the people behind Master System mega hits PacMania, Populous and Shadow of the Beast and now they're also busy beavering away on a Master System conversion of the ace coin-op New Zealand Story!

Now they reckon they've come up with another winner in Champions of Europe. The game packs all the features you'd expect, together with a stackfull of new ideas including 34 teams to choose from, sprint mode, penalty practice and official UEFA rules in a faithful reproduction of the whole tournament!

How would you like the chance of watching England in action in at least two matches during an amazing five-night free stay in a swanky hotel? The prize, for two people (which could be you and mum or dad) includes flights to Sweden, accomodation at a Three Star hotel for five nights, travel expenses and tickets to at least two England matches while you're there, which all racks up to a Two Thousand Pound treat!

So what do you have to do to stand a chance of winning? Easy - just draw us a picture from any Tecmagic game (all the games are named on this page) or write to tell us which you reckon is the best and why. Whoever comes up with the best entry wins the prize - it's as simple as that!

So grab your stuff and fire those entries off a bit sharpish to: ON ME 'EAD SON, INCREDIBLE TECMAGIC COMPO, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. All entries must reach us by Monday May 11, because the matches begin on June 10 and we have to sort you out with tickets and stuff! Get to it!



OF A LIFETIME!!



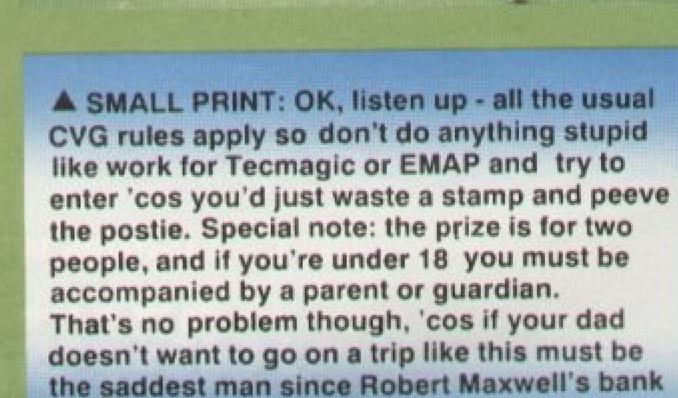
WANT TO WATCH ENGLAND IN STYLE?

The lucky winner's tour will be organised by **Travel Management** who are based at Cambridge House, 5 Newbold Street, Royal Leamington Spa and are official UEFA Cup tour operator for the England Travel Club and The Football Association. Call them on **0926 313112** for more information on tours which start at £275.

THE OFFICIAL GAME OF UEFA 92







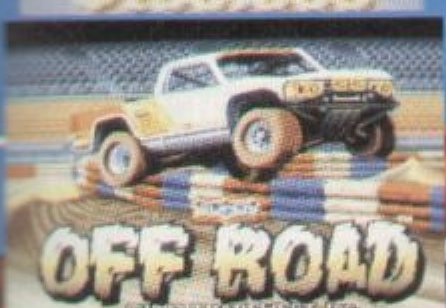
▲ SMALL PRINT: OK, listen up - all the usual CVG rules apply so don't do anything stupid like work for Tecmagic or EMAP and try to enter 'cos you'd just waste a stamp and peeve the postie. Special note: the prize is for two people, and if you're under 18 you must be accompanied by a parent or guardian. That's no problem though, 'cos if your dad doesn't want to go on a trip like this must be the saddest man since Robert Maxwell's bank manager...

SUPER OFF ROAD

PREVIEW





















SUPER OFF-ROAD MEGADRIVE

Fancy driving a truck round a track at breakneck speed, smashing everyone else out of the way and winning pots of cash into the bargain? Well now you can, thanks to the boys at Ballistic - all set to unleash **Super Off Road** onto the Megadrive!

CVG heroes will remember we carried a review of Tradewest's fabby Super Nintendo conversion of the coin-op a couple of issues ago, but how does the Megadrive version measure up? We've seen a pre-production version of the cart and already it's looking the business. Up to two players will be able to race head to head around the eight tracks against computer controlled opponents.

As with the coin-op, a crucial factor of the game is earning cash to buy up goodies for your truck as you battle for first place and the chance for a hug from the beauty in the bathing suit! Already Super Off Road looks set to become one of the hottest Megadrive releases this year, so watch **CVG** for the full Review pretty soon!

VERSION	DATE	PRICE
MEGADRIVE	JULY	£ 24.99

PREVIEW

THE HUMANS



MIRAGE

HUMANS

The world's most gullible and bewildered inhabitants are not, as some people would have you believe, Lemmings. Nope, it turns out that dafter still are **Humans**. These daft little monkey descendants have finally reached the stone age and they're the main subject of the first game from new software house Mirage! The game is more than a bit like Psygnosis classic Lemmings - you have to guide the hapless humans accross a hazard-filled landscape using their existing abilities to help them and these talents can be improved by "inventing" things.

You'll have to invent fire which can be used to destroy obstacles as well as warding off unruly dinosaurs and you'll find that the Humans have lots of different climbing abilities including ropes and ladders. Inventing the wheel can be handy - you can roll it, ride it or just look at it if you like.

Like Lemmings, the object of the game is to rescue as many characters from each level as possible - you'll probably lose more than you save, but you can meet other Humans and make them join your group. Humans is looking very much like one to watch out for, and it's due to come out on just about every machine known to man! Watch this space for more details!

VERSION	DATE	PRICE
AMIGA/PC	TBA	£ TBA
CONSOLES	TBA	£ TBA



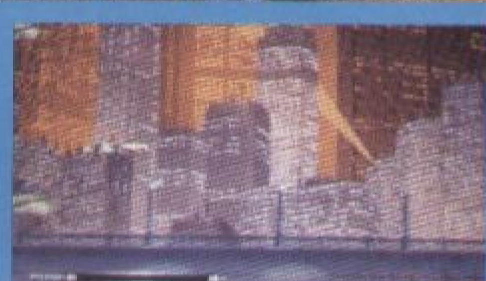
PREVIEW

LAST RESORT™

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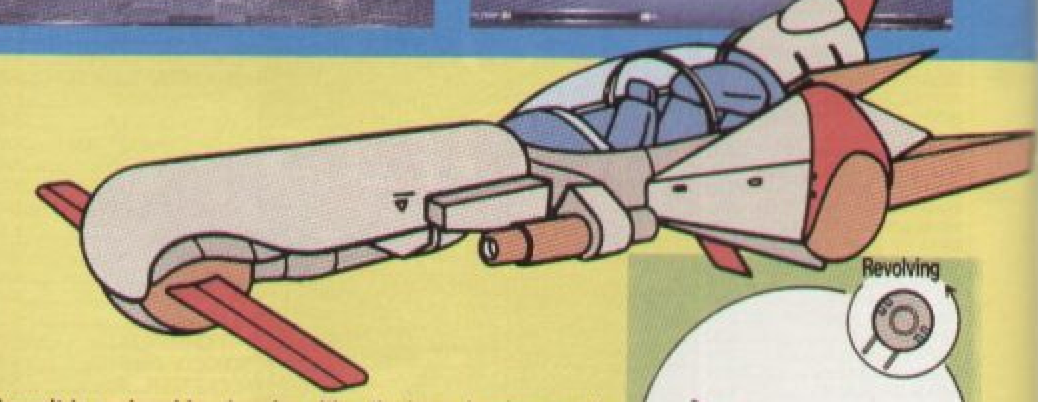




SNK

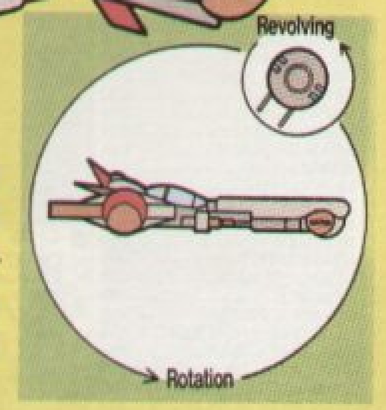
If you haven't played **R-Type** you can count yourself as a bit of a shambles who doesn't get out much. We forgive you though and we think that you should check out **Last Resort** from SNK. A blatant R-Type rip-off, this should be in arcades and Neo Geo importers by the time you read this. Last Resort tells the tale of a world invaded by twisted alien space-crustaceans. As a last resort (hence the title), Earth launches its secret weapon. The last resort is a pair of starfighters, top secret and very dangerous. The fighters are capable of recycling exploded enemy aircraft and turning them to good use. The ion collectors at the front of each ship turn the raw material into incredible weapons which include multiples, homing missiles and best of all, ripple lasers! This is the first real shooter that SNK have produced since **ASO 2** and so it should cause a fair bit of interest. R-Type fans should love this and **CVG** will be the first there with a full review...watch the skies!

VERSION	DATE	PRICE
NEO GEO	TBA	£ TBA



The unit is equipped by choosing either the laser, homing or anti ground missile. The unit can be set in the rotational mode and can be moved in the revolving mode. Use "B" button to operate.

Save the power by pressing "A" button continuously and the unit will be fired. The blue unit is reflected off the land and the red unit is moved along the land for a certain period.




IT'S TOUGH AT THE TOP...
SOFTWARE 2000's
The MANAGER
Software 2000's The Manager is the definitive football management simulation featuring all the clubs in the 1991-1992 top 3 league divisions. The objective of the game is to take your favourite team to the top of the first division, as well as trying your skills in European championships.
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THE MANAGER
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The main menu - click on icons to select the various options
Screenshots from Amiga version.
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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computer's specifications.
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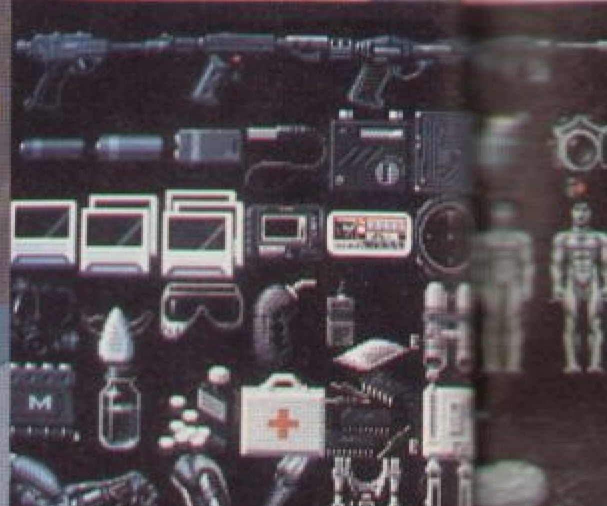
CORPO

CORPORATION
VIRGIN

This is the future. Advances in Robotics and computer technology have led to the Robot becoming a household item and one company has a monopoly on domestic and industrial Robots - UCC. This massive corporate giant sells robots for everything from cleaning the bathroom to playing tennis. One area of robotics that has proved highly profitable is that of military hardware. Human lives are to valuable to expend in military conflict and droids are the soldiers of the future. UCC has a reputation for being reliable and friendly, but behind this seemingly pleasant facade lies a web of deceit and horror. Genetic engineering has long since been outlawed, mutations and deformities became far too common and the risk of super-viruses was too much.

However, in your capacity as a top secret agent you've discovered that UCC has been messing around in the lab and their genetic research programme has doubled in size and intensity. It seems that UCC have discovered a way to combine organic elements with robotic parts to create illegal and dangerous cyborgs. Go get one and reveal UCC's deceit to the world in Virgin's Megadrive conversion of the Amiga classic!







VERSION
MEGADRIVE

DATE
TBA

PRICE
£ TBA

PREVIEW

...ORATION

THE TEAM...

This is definitely a solo mission, but you can choose your favourite character from a list of six. There are two androids, two men and two women. Each character has their own attributes and you'll have to decide which hero is best suited to the task of invading the UCC complex. You have various characteristics for each of the members, which include strength, stamina, intelligence and mechanical skills. Medical abilities and combat skills are also very important. Choosing a different player can affect the game completely making it different each time you play.

KITTING THEM OUT

Once you've chosen a character you'll have to equip him, her or it. The list of equipment is extensive and different items are required for different characters. You can only carry a limited amount of equipment and this of course depends on your strength and stamina. Humans, for example, will need to carry medical kits and glucose drinks to keep them fit, while androids need only replacement microchips for repairs.

The weapons at your disposal are very impressive indeed and include stun grenades, explosives and the standard machine gun. Other equipment includes jet packs, gas masks and infra red visors. Human players can buy bionic limbs to increase their performance. Smart!

POWER UP!

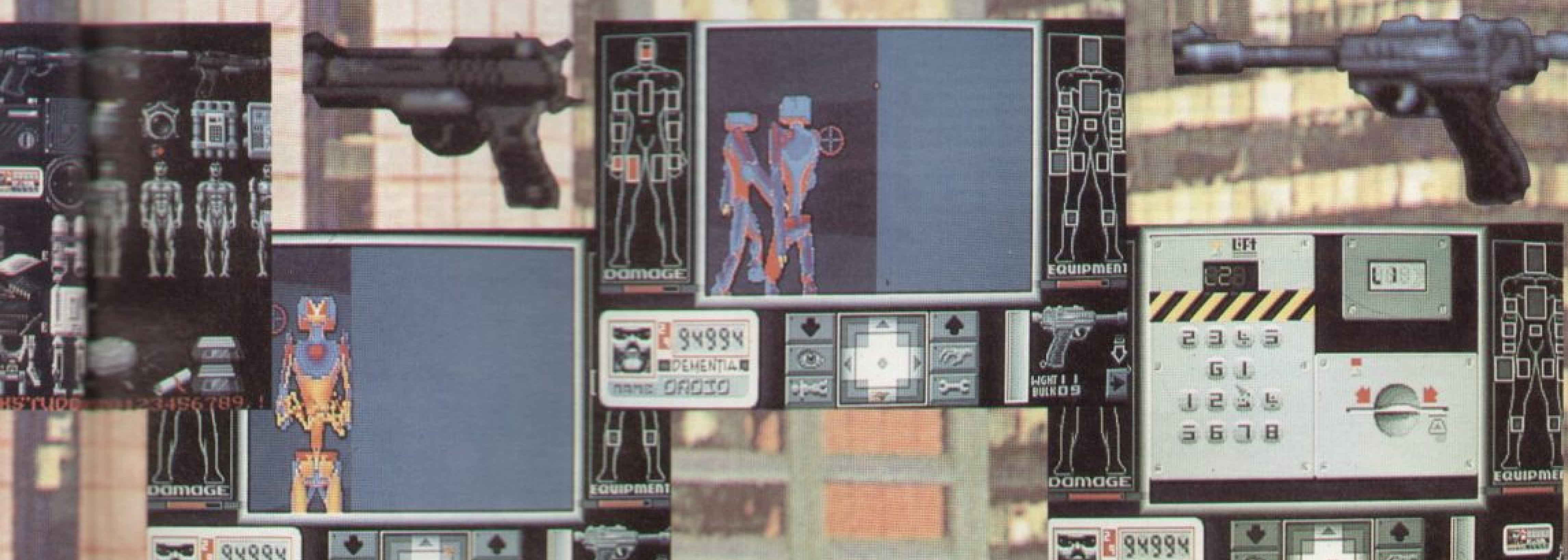
The problem with carrying all this electronic equipment is that it eats power like nobody's business. You carry a central battery around which feeds all the equipment. When power starts to run low, you'll have to look around for a power point. You simply plug in your cable and wait around until you're fully recharged. This is a good way to charge up the power-hungry gun and you can also access security terminals at these points. Use your security card to access otherwise restricted areas.

VECTOR RELATED MIRTH

The graphics, unusually for a Megadrive are mostly vector drawn. This gives an impressive illusion of reality and adds real atmosphere to the proceedings. The main baddies are all sprites which scale (through clever animation) as they approach you. One really impressive graphic is the animation used to portray the face of your character. A polygon face rotates incredibly smoothly as a panel containing your attributes is displayed. The vectors look very impressive indeed and almost identical to the Amiga original, the only difference being the absence of striplights on the ceiling!

ORGANIC NASTIES

The UCC building is packed full of nasty surprises, not least of which are the cyborg monsters. These weird combinations of animal and robot can pop up at any time and have to be dispatched quickly. There are lots of variations on this theme, but easily the scariest of them all, is the Ripper. This evil green monster has been so badly designed that its brain has rotted and as a result it's totally psychotic. Nothing short of a nuclear explosion will stop this critter so you'd better be careful...





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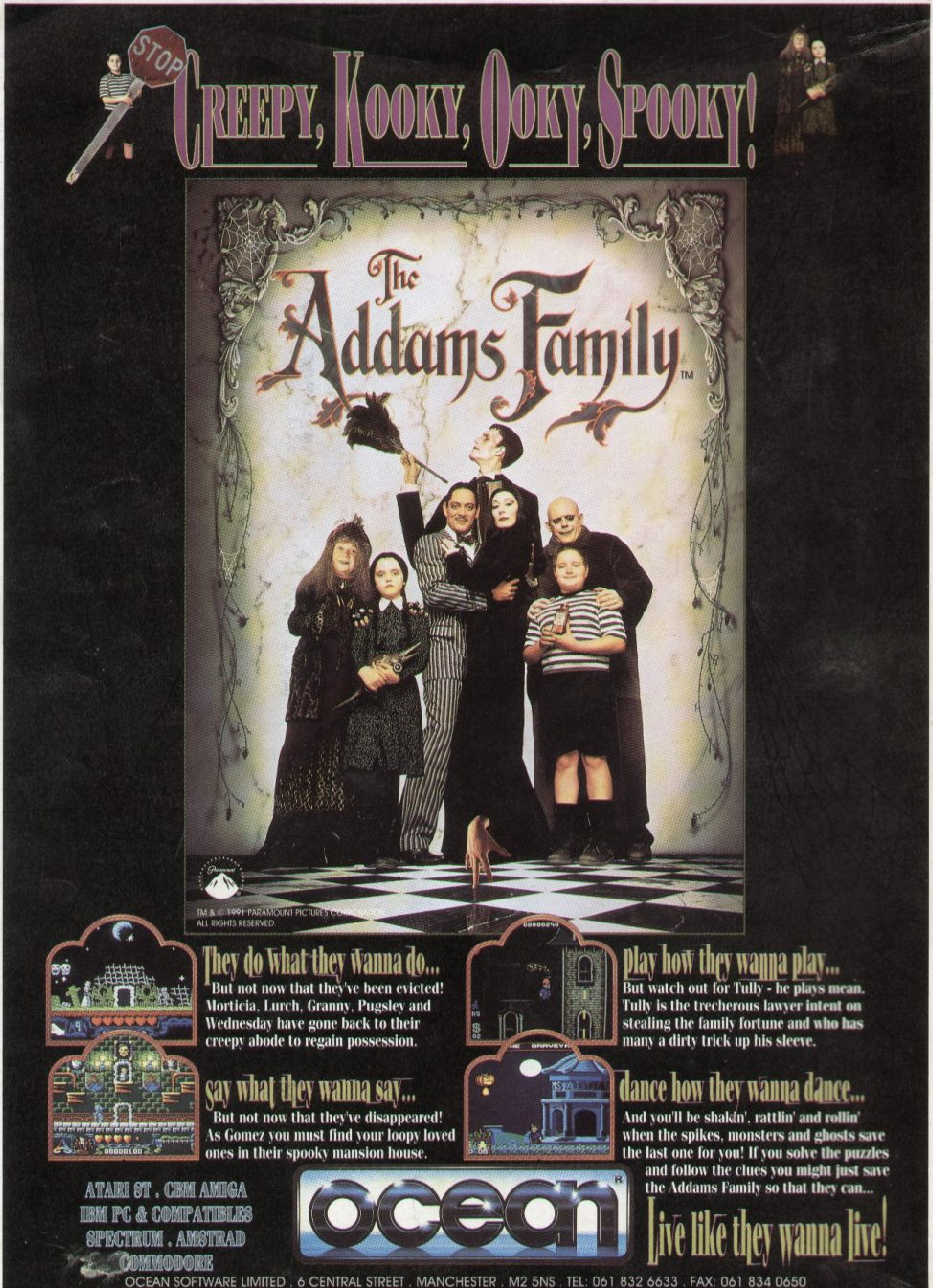




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But not now that they've been evicted! Morticia, Lurch, Granny, Pugsley and Wednesday have gone back to their creepy abode to regain possession.
play how they wanna play...
But watch out for Tully - he plays mean. Tully is the trecherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.
say what they wanna say...
But not now that they've disappeared! As Gomez you must find your loopy loved ones in their spooky mansion house.
dance how they wanna dance...
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